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PC STRATEGY GUIDE

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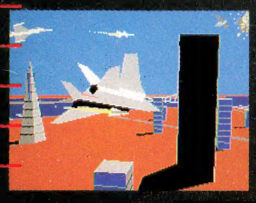

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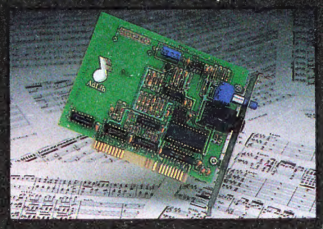

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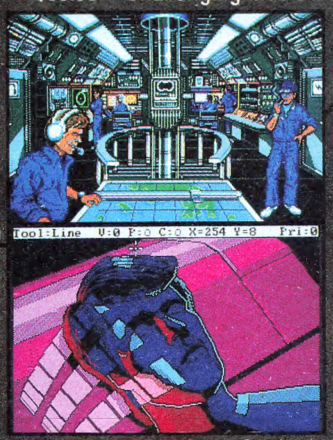

Electronic Arts' 688 Attack Sub (top) and Space Quest III from Sierra (bottom).

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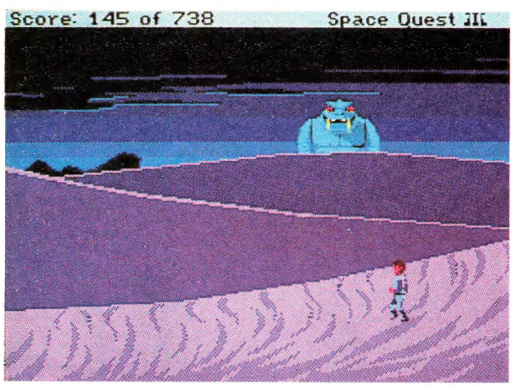

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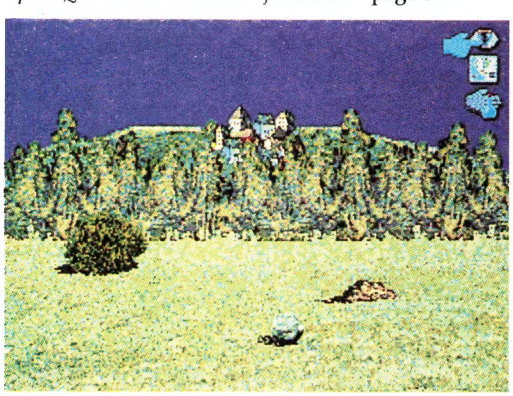

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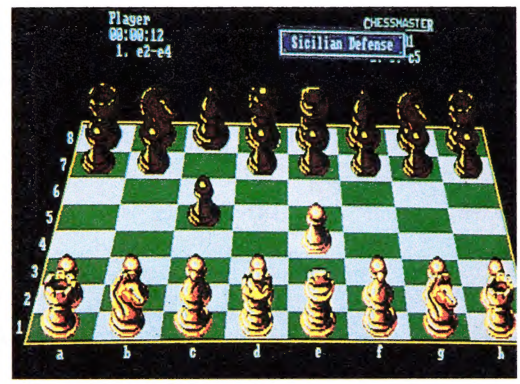

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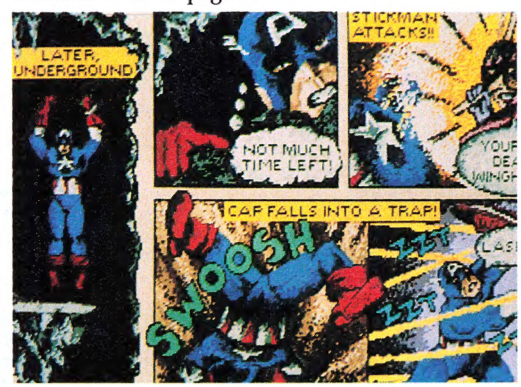

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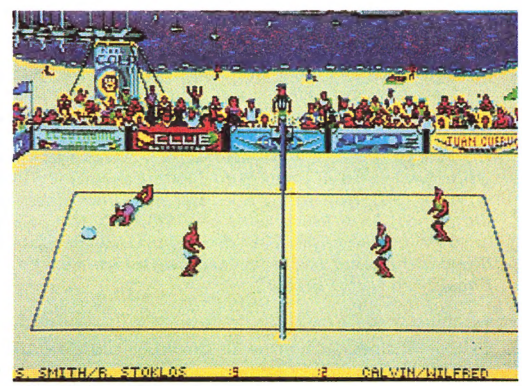

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July/August 1989

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Cover photograph by Ed Sapp.

EDITOR'S NOTES

We recently returned from the third Computer Game Developers' Conference in San Jose and the annual Summer Consumer Electronic Show (CES) in Chicago. And the good news for PC game players is that the quality and variety of PC-based games will continue without interruption for a long time to come.

The Computer Game Developers' Conference hosted several hundred of the designers and programmers who create the computer games that you play. And the Summer CES included dozens of electronic game publishers who market their own games and those of the developers. The concern among many of the computer game developers and publishers is that the booming videogame market, fueled largely by Nintendo Entertainment Systems (NES), along with other systems from Sega, NEC Home Electronics, and Atari, are capturing the home electronic game market.

There's no doubt that the battle for the electronic game market is one of today's most interesting business stories. One of the ways that developers and publishers of computer games are fighting to maintain their market is by creating better games with improved color graphics, taking advantage of new sound and music boards for PCs, and stretching their own imaginations — and the capabilities of PCs — to the utmost.

As they continue to grapple with this rapidly shifting environment, PC owners can be assured that their own market is not about to disappear. In fact, the games you buy tomorrow for your PC will continue to advance, along with your computer hardware.

But there's no doubt that you'll also be seeing new and improved videogame systems at the same time. The battle is well underway.

Selby Bateman
Editorial Director
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THE DUEL: TEST DRIVE II

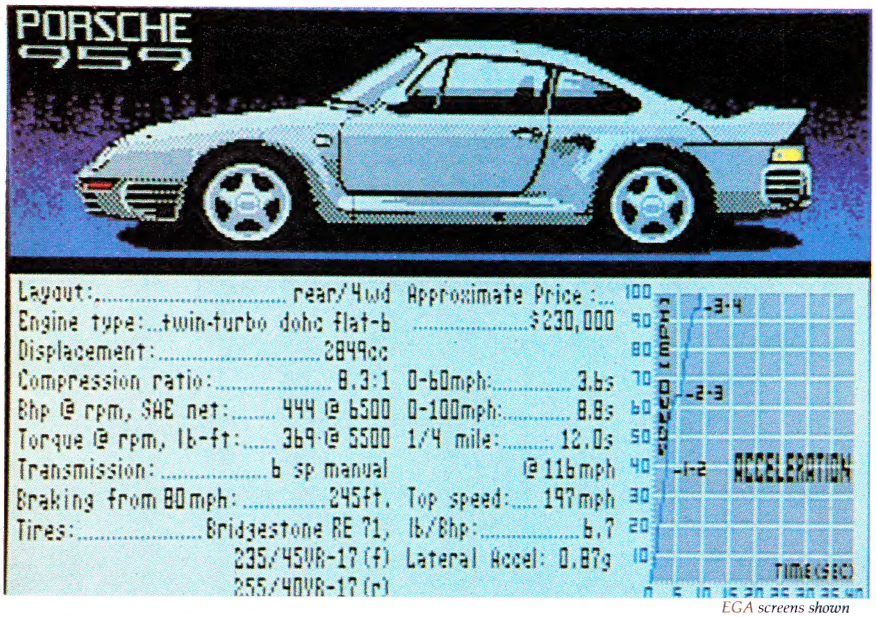
Test Drive was such a phenomenal success that a sequel was probably inevitable. The changes in the game, however, are a surprise. Critics of *Test Drive* disliked the tedium of driving the mountain road and the lack of racing partners. Accolade has solved both problems with *The Duel*.

Now, you can race a computer opponent by selecting the kind of car you want to take on, and the skill level at which you want to compete. The computer will do its best to beat you every step of the way.

Furthermore, there's scenery. *The Duel* still lets you race down mountain roads, but also in congested traffic, in the desert, and through forests. Avoid oil slicks and fallen rocks, and keep an eye out for the persistent police.

Accessory disks *California Challenge* and *The Supercars* were released along with *The Duel*. *California Challenge*, the first scenery disk, lets you race from Oregon to Mexico, passing Monterey, Big Sur, the Trees of Mystery, and the Golden Gate Bridge on the way. *The Supercars* gives you five additional vehicle choices: an '88 Lotus Esprit, a Ferrari Testarossa, a Porsche 911 RUF, an '88 Lamborghini Countach 5000S, and an '89 Corvette ZR1.

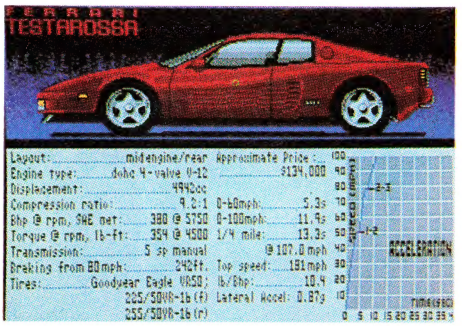
Accolade



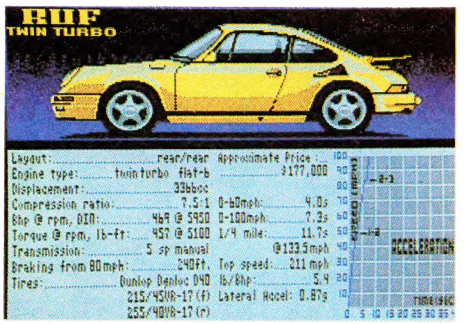
EGA screens shown

Car #1: a Porsche 959.

The selection screen: choose whether to race against the clock or against a computer-controlled car.

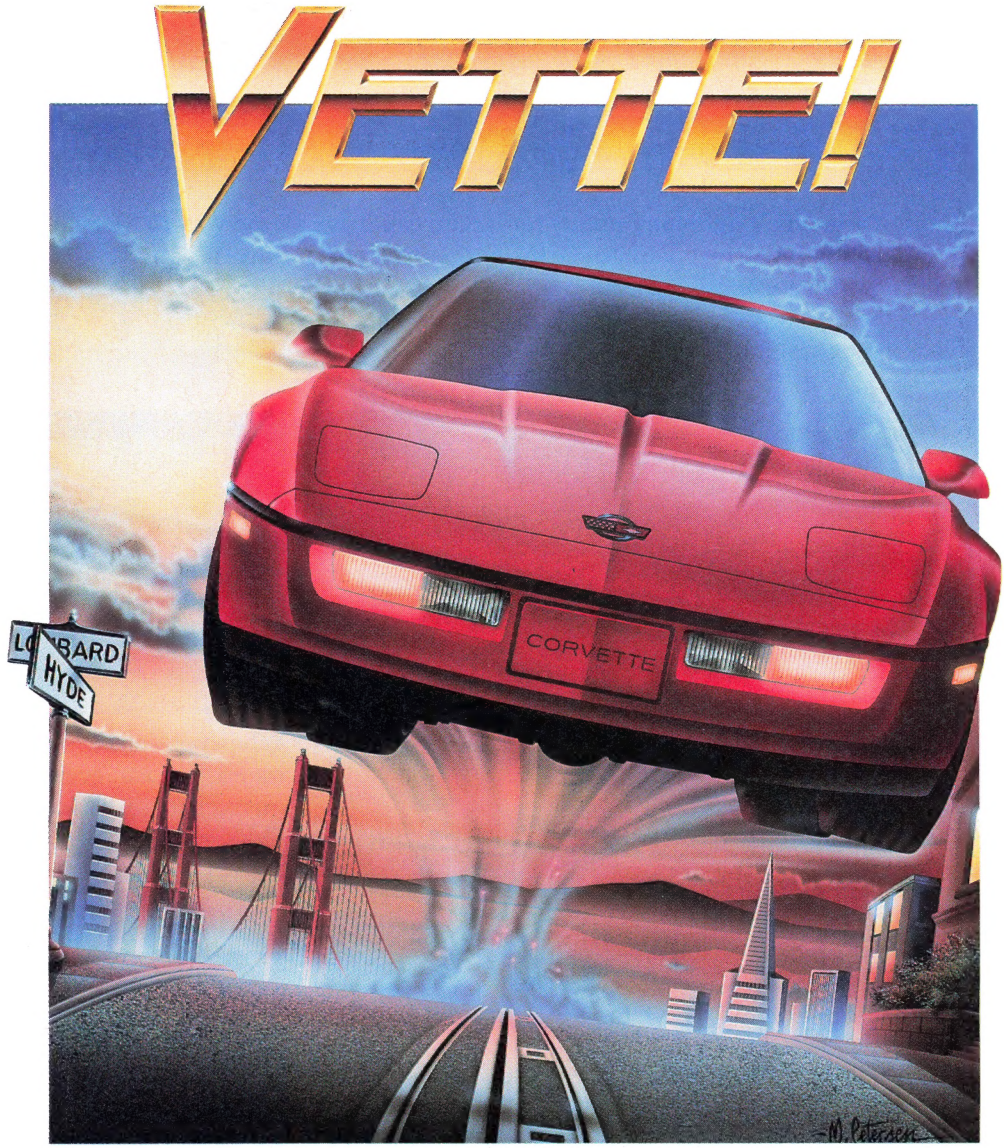


Car #2: a Ferrari Testarossa.



Car #3: a Porsche RUF Twin Turbo.

HINT *The Duel* is more forgiving than the original *Test Drive* in how close you can get to vehicles you're passing. Once you're even partially past them, you can usually cut in front of them. This minimizes head-on collisions with approaching vehicles.



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- *Landmark to landmark courses (You select the best route.)*
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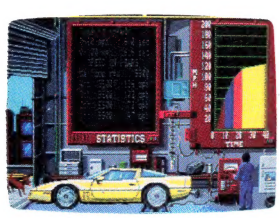

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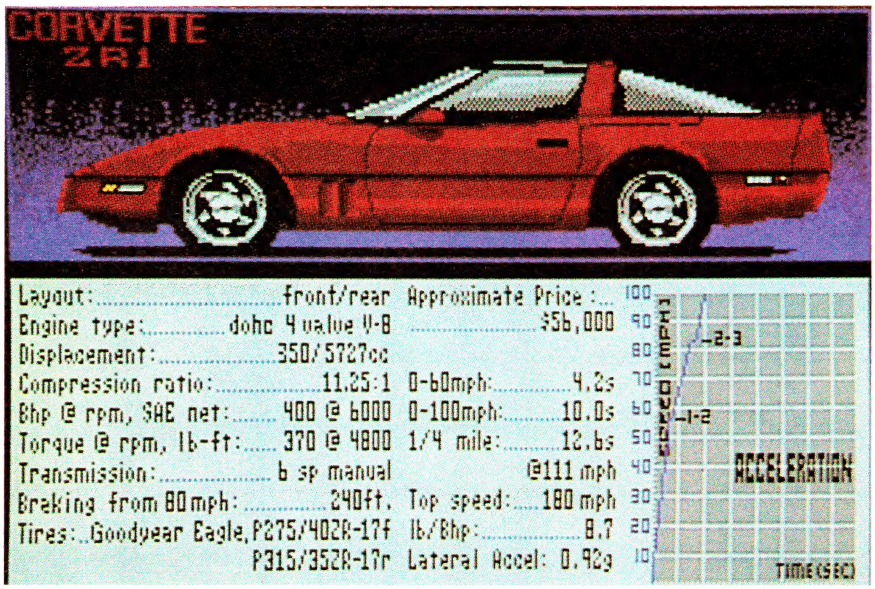
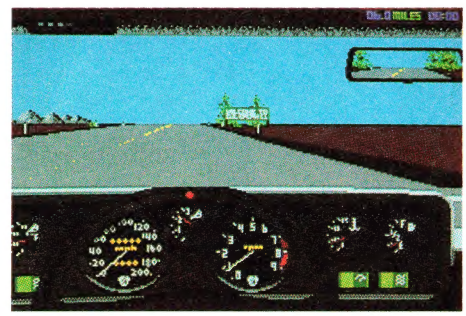
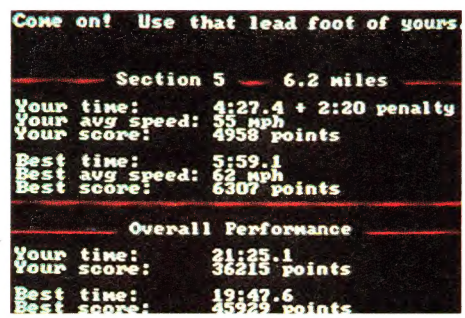
HINT Although you won't get many points for it, you can drive all the way to Mexico at the speed limit. Use this option if you just want to see the gorgeous scenery. Sure, it's an abuse of a great sports car, but it's no one's business but your own.



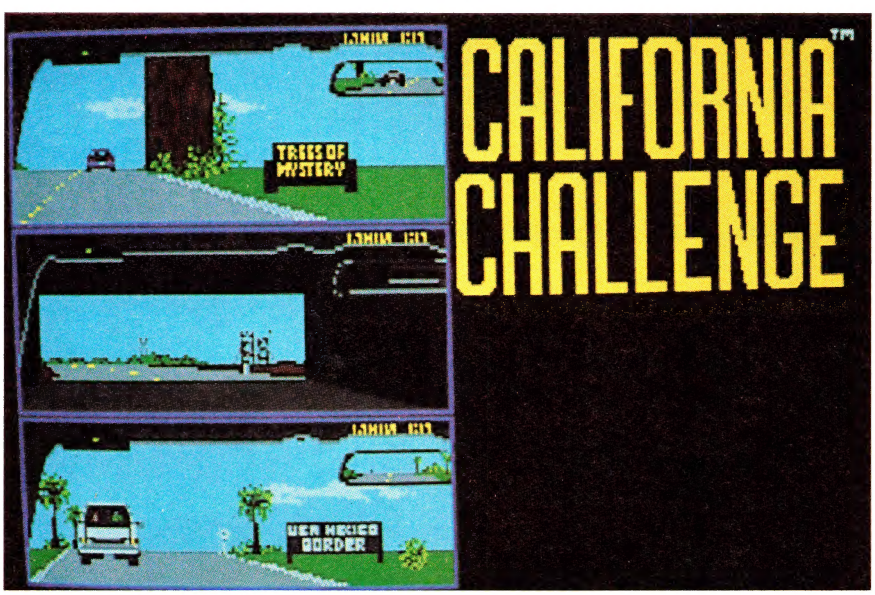
Car #4: much more than just a little red Corvette.



When you select "scenery" at the main menu, you can cycle through the various scenery disks. Here, we have chosen *California Challenge*.


Come on! Use that lead foot of yours.
Section 5 6.2 miles
Your time: 4:27.4 + 2:20 penalty
Your avg speed: 55 mph
Your score: 4958 points
Best time: 5:59.1
Best avg speed: 62 mph
Best score: 6307 points
Overall Performance
Your time: 21:25.1
Your score: 36215 points
Best time: 19:47.6

After stage one, your performance will be critiqued. Note the unflattering comment. You can expect a lot of these as you learn.



Your drive begins. The top right corner shows that it's 2.7 miles to the next gas station.

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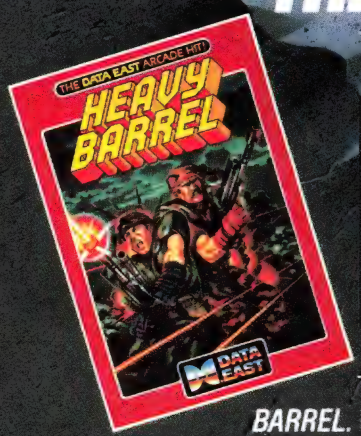

It's the ultimate weapon. The one they call ***HEAVY BARREL.*** It's the only thing that can stop an ugly assortment of terrorists who are holding the world hostage with a cache of nuclear goodies they fully intend to use.

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Screens shown are from the arcade version. Other computer versions may vary.

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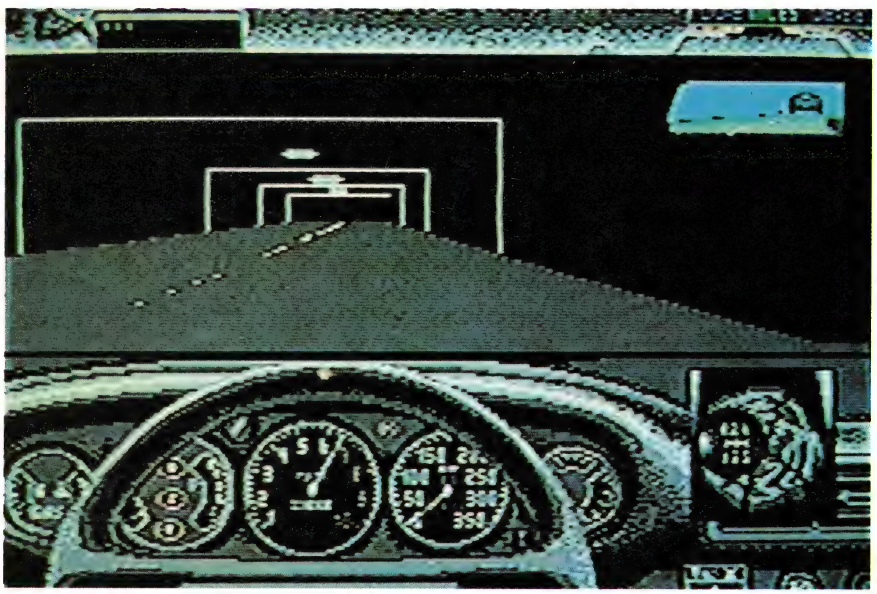
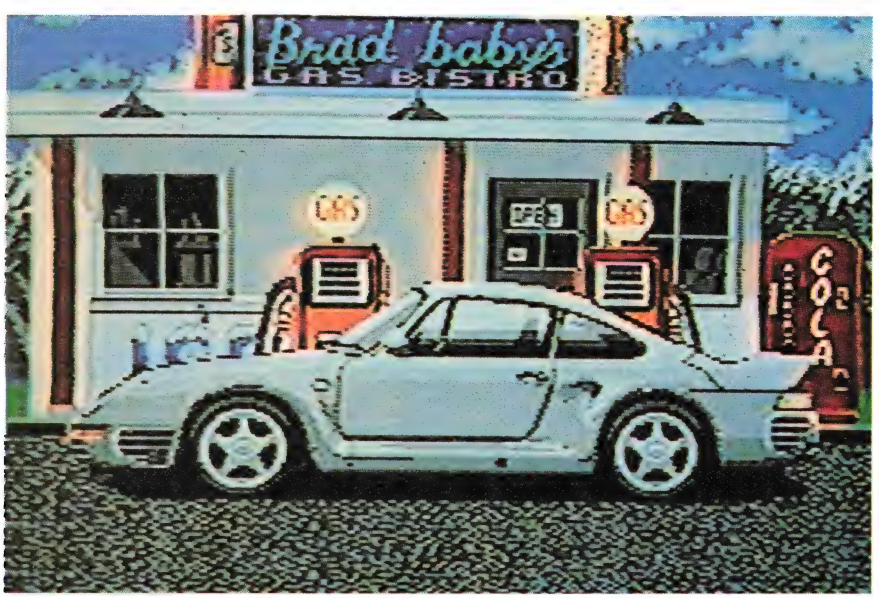
HINT As soon as you can, go into expert mode. Here, you must shift gears according to your car's real-life gear shift. In this mode, using a joystick simulates shifting far better than does the keyboard.



Be careful whenever you enter a mountain tunnel. It's very easy to crash into the tunnel walls.

This is the screen you want to see. You've become one of *The Duel's* best drivers.



The sight of a fuel pump is every driver's saving grace. Don't drive past the gas stations or you'll lose a life.

Welcome to California. The sign on the right says it all.

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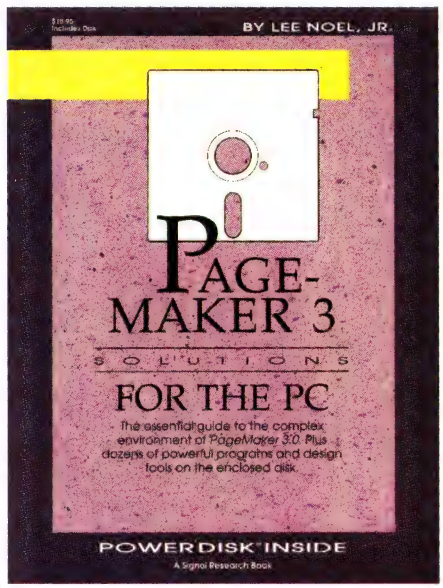
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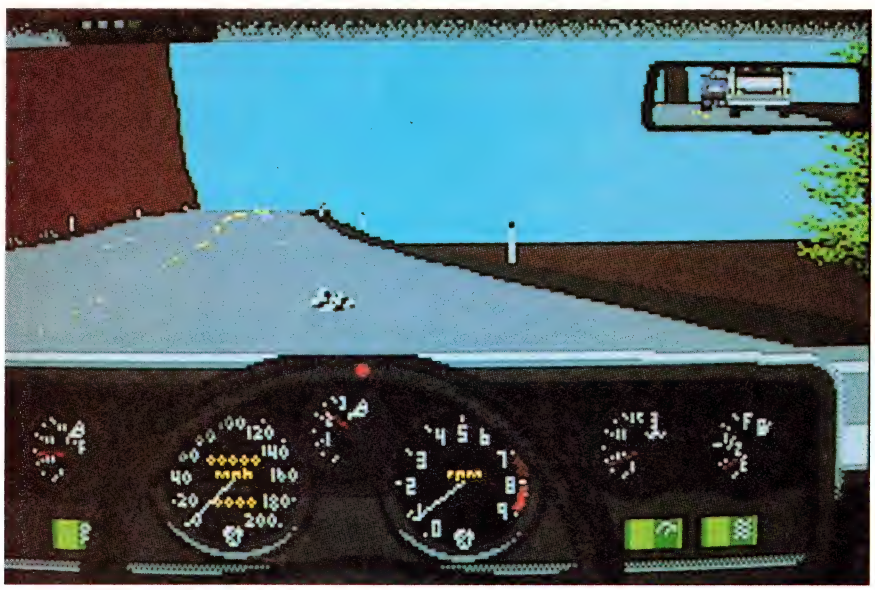
HINT When you see a cop approaching, or when your radar detects one, slow down below the speed limit. When he's out of sight, speed up again. Getting a ticket wastes far more time than judicious slowing down does.

The redwoods! The mountains! The blue California sky! All we need now is an ocean, and we're all set.

To the right, the Golden Gate Bridge. To the left, the skyline of San Francisco.

One of the best things about *California Challenge* is seeing the signs for all the places you've heard about on records. Here we rest near Monterey.



Just beyond Eureka, still in the northern part of the state, we get our first glimpse of the blue Pacific. If we weren't in such a hurry, we might stop for a swim.

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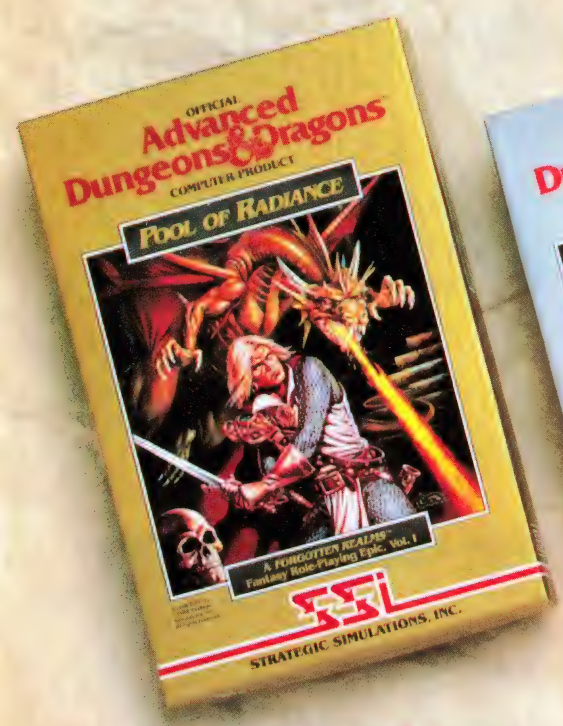

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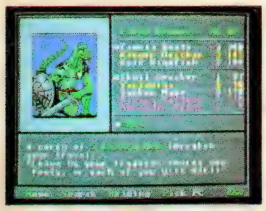

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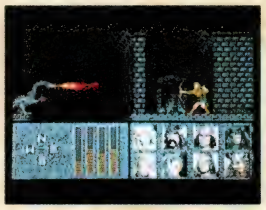

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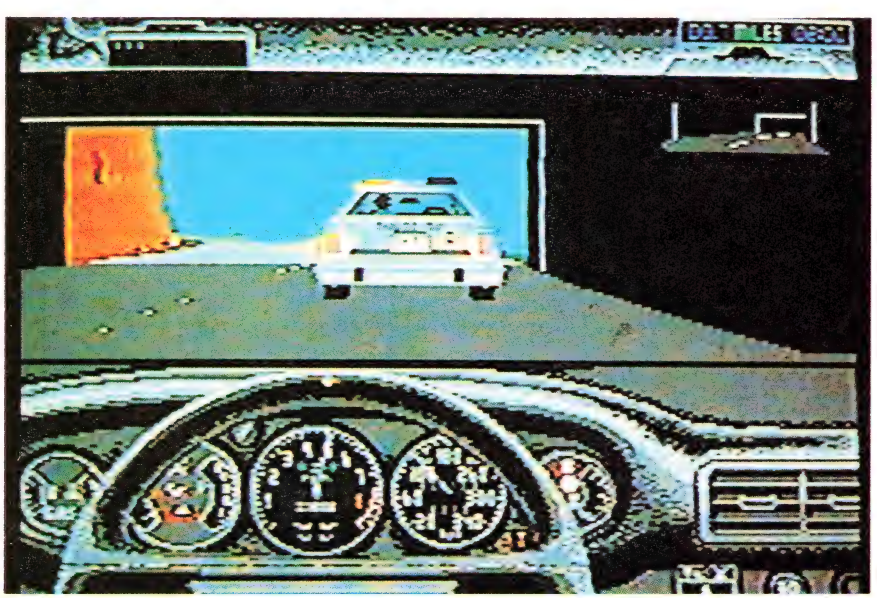
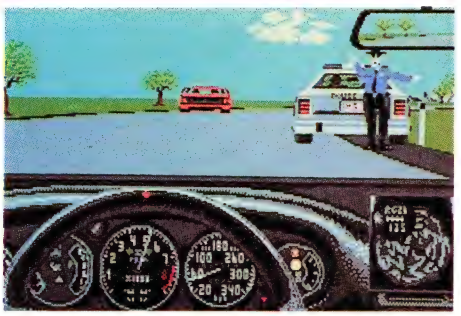
HINT When going through mountain tunnels, try to stick to the middle of the road. It's very easy to crash into the side here. Be careful of the bridges at Big Sur because they're easy to hit as well.

License revoked and a 30 day jail sentence for the following infractions:
Excessive speed
Reckless driving
Evading highway patrol
COLA

Apparently, we're getting our license revoked. Too bad, but the whole trip seems worth it.



Oh — don't rear-end a police car. They don't like it, and neither does your computer.



The California state troopers have done their duty, stopping us for a minor speeding infraction. Sure, 147 mph seems high, but this *is* a Lamborghini, after all.

At the U.S.-Mexico border, the finish line beckons. This is the end of *California Challenge*. Now you'll want to start over, this time in expert mode.

Hardware requirements: IBM, Tandy, and compatibles; 512K minimum memory for EGA and Tandy 16-color graphics, 384K for CGA and Hercules; joystick optional; 3.5-inch disk available.

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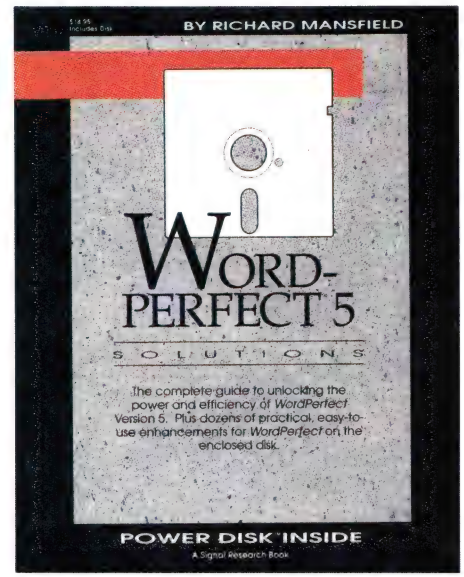
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COMPUTER GAME of the MONTH

GENGHIS KHAN: A STUDY OF REGAL PRINCIPLE

William R. Trotter

Version reviewed: IBM PC, Tandy, and compatibles; 384K minimum memory; EGA or VGA graphics; two floppy disk drives, or one floppy drive and one hard drive. Nintendo version planned for release in August. Koei, 20,000 Mariner Avenue, Suite 100, Torrance, CA 90503.

Ignorance of history is sad and dangerous, but as dull as the subject is so often made to seem in school, it's not surprising that such ignorance is widespread. As a former history major, I remember being appalled at how often the colorful, turbulent record of mankind was reduced to a mind-numbing procession of names, statistics, and dates.

Genghis Khan: A Study of Regal Principle, and games like it, would greatly contribute to high school world history classes. I'm not aware of any other historical simulation for PCs that blends so much fun with such a profound learning experience.

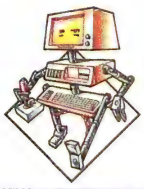
The virtue of *Genghis Khan* is that it brings a chapter of history to life in a way that challenges some of

DON'T MISS A SINGLE ISSUE OF THE HOTTEST NEW MAGAZINE IN VIDEO AND COMPUTER GAMES!

All right, I admit it. I get excited about the return of baseball. I follow the results during spring training. I make a few phone calls about season tickets, hoping that somehow they're on sale for 70 percent off. And I watch the season opener and home opener as if each was the seventh game of the World Series.

One more confession. When spring training begins, I find myself searching for my computer baseball games. I play Accolade's *Hardball* while watching a game on TV. I look to Gamestar's *Pete Rose Pennant Fever* when I want to test my skills at building a franchise. Mondays, with the sports pages in front of me, I boot up Electronic Arts' *Earl Weaver Baseball*, change some statistics, and play the games my favorite team will be playing that week.

Why do I have three baseball simulations? Because each one has its own particular focus. *Hardball* is purely an action game, with an emphasis on the classic confrontation between pitcher and batter. *Pete Rose Pennant Fever* is a franchise-building game, in which you have ten seasons to assemble a championship team. *Earl Weaver Baseball* focuses on managing the individual game; all of its many features are designed with that in mind.



PC PLAYERS

Take Me Out To The Videogame

Neil Randall

1 *Hardball:* The pitcher-batter screen.

2 *Hardball:* Fielding a batted ball.

3 *Pete Rose:* The main view from behind home plate.

4 *Pete Rose:* The pitcher-batter screen.

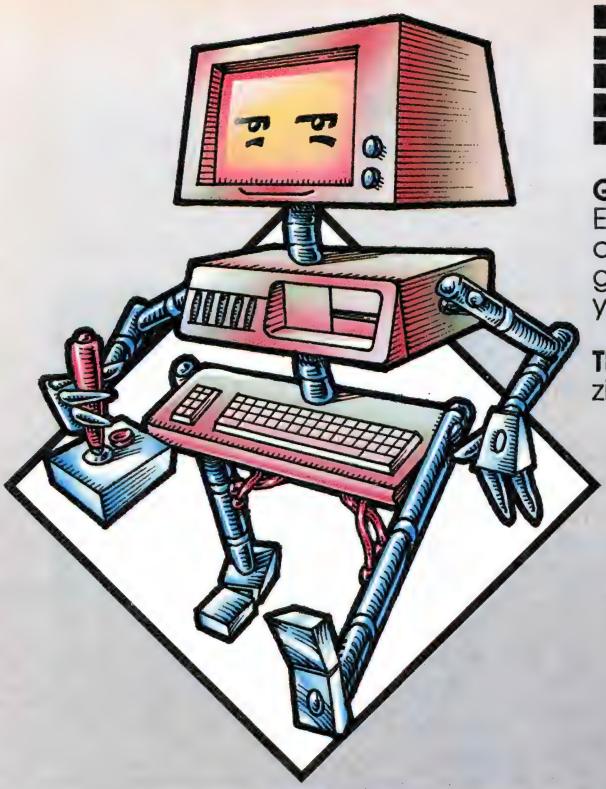
5 *Pete Rose:* Selecting Pete Rose's position.

Hardball

In *Hardball*, the screen you see most often shows your pitcher (either left-handed or right-handed) preparing to throw to the plate. It's the classic viewpoint of televised baseball, as seen from somewhere in left-center field.

The menus at the bottom of the *Hardball* screen show your options. Using the keyboard, joystick, or mouse, you select the pitch you wish to throw. If you're batting, you choose to bunt, steal, or swing away.

Once the defensive player has selected the pitch, and the offensive player the batting option, the menus change. Now the pitcher chooses a location for the pitch, while the batter selects whether he will swing high, low, inside, or outside. When you're batting against a human opponent, the catcher's glove moves as a signal to where the pitch might be going. When playing against the computer, you're at a distinct disadvantage — the glove does not



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REVIEWS

ULTIMA V: WARRIORS OF DESTINY

William R. Trotter

There are almost as many sword and sorcery role-playing games for personal computers as there are ninja games for Nintendo machines. The basic ingredients of all these games are pretty much the same: swordplay, magic spells, mazes, dungeons, monsters, evil mages, bellicose barbarians, and so forth.

In a field this crowded, a game really has to be good to stand out. *Ultima V: Warriors of Destiny*, the latest and most elaborate in a popular series, succeeds in restoring one's sense of Tolkeinian wonder. The amount of creative detail lavished on *Ultima V* is impressive. The game has a host of quiet virtues that even the more jaded role-players can savor: tiny mirrors which cast reflections when encountered by a character...clocks that tick... fountains that splash musically... and villagers who go realistically about their daily business, unless and until you approach them.

There is an elegant "look" to *Ultima V* as well. The large-scale views are done in a charming style that recalls an elaborate medieval tapestry. Colors are rich, and the shapes of land masses and bodies of water are smooth and free of blocky graphics. One effective graphics touch is the treatment of nightfall. As the sun sets, darkness literally closes around you until the screen is completely black, except for a tiny glow — a bit of torchlight, perhaps — directly around your character on the screen.

Combat scenes in this type of game are always something of a compromise, but the designers of *Ultima V* have negotiated the inevitable tradeoffs very handily. The battle screens are intensely visual; the text reinforces the on-screen action without dominating it. The combat is appropriately bloody, yet blessedly simple in its playing mechanics.

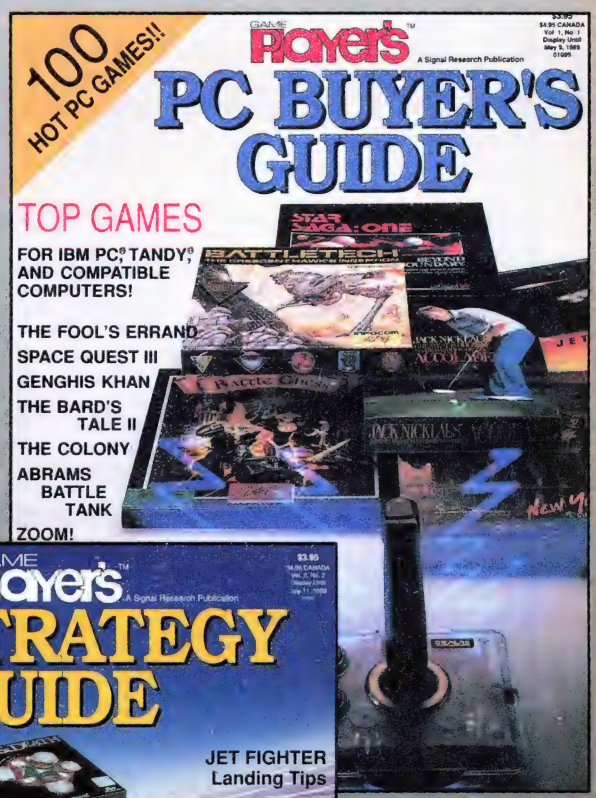
Fans of the first four *Ultima* games will automatically want this installment, but newcomers need not hesitate to plunge in. *Ultima V* is self-contained, and getting started is seductively easy. Succeeding in your quest, however, is not. But then, most role-playing gamers wouldn't want it any other way.

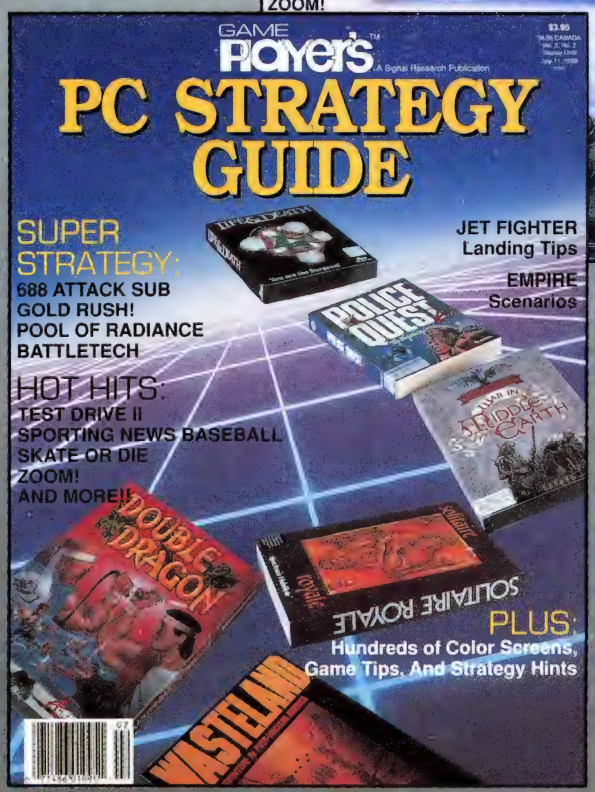
GP

Version reviewed: IBM PC, Tandy, and compatibles; 256K minimum memory; CGA, EGA, Tandy, or Hercules graphics. Also available for Commodore 64, Apple II, and Apple IIGS. Origin Systems, 136 Harvey Road, Building B, Londonderry, NH 03053

To succeed in your quest, talk to as many citizens as you can.

Approach treasure chests with caution—some are disguised monsters





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F-19 STEALTH FIGHTER

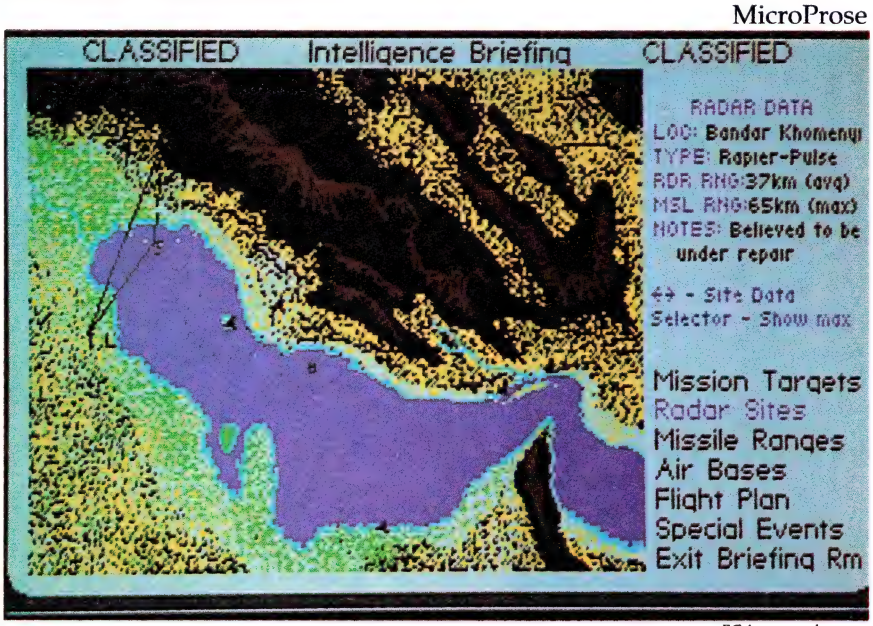
The dark waters of the Persian Gulf slip quietly by only 200 feet below you. Water gives way to rock as you maneuver to avoid the oil rigs on Iran's Kharg Island. Bathed in the blue-green light from the instruments, your fingers dance across the keyboard. With a whoosh, one of your Maverick missiles lights the sky as it races toward a huge tank farm. Miles from the nearest friendly base, you are out alone on this night to teach Iran a little lesson, F-19 style.

In *F-19 Stealth Fighter* you fly a new U.S. Air Force radar-elusive strike fighter. You can choose among missions in four areas of the world: Libya, the Persian Gulf, the North Cape of Europe, or Central Europe.

Flying missions against nations and targets that really exist is one of the most exciting elements of this simulation. Another is the fast, smooth-scrolling graphics. If you have a slower PC, you can reduce the amount of graphic detail to speed up the animation.

Most of the game options can be modified to match your skill level, so even beginners can fly successful missions quickly. By continuing to adjust the difficulty levels, you'll always be able to fly missions that are challenging, yet within your reach.

MicroProse



EGA screens shown

Before you start, always take a long look at the radar briefing screen. By checking all the radar sites, you may find that several are occasionally off the air. That's good information to have.

HINT The AGM-65D Maverick missile is by far your most versatile weapon. It's effective against most targets, including buildings, bridges, ships, and SAM radars. Carry these instead of Penguin, HARM, or Harpoon missiles.

After takeoff, switch to autopilot and take care of such housekeeping items as HUD selection, map selection, weapons selection, and the waypoints setting.

When you're ready, switch off autopilot and take control yourself. Enter enemy territory flying as low and as slow as you can. Here the F-19 is so low and slow that the stealth indicator bar is almost off the scale.

These three patrol boats encountered along the way look like inviting targets. But if you attack them, the enemy will be aware of you and may reroute your primary air-to-air target, making it difficult to find.

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❒ **WORDPLAY V1.01** (367) - WORDPLAY - Wheel of Fortune clone. Also 2 other similar games CGA req.

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❒ **CRAPS & POKER** (129) - 4 different games, winner takes all.CGA Required.

❒ **MINIATURE GOLF** (505)-The Poko Memorial miniature golf .18 hole graphic golf game. CGA req.

❒ **EGASORRY V2.0** (692) - The game of Sorry, inspired by the Parker Bros. favorite.1 -4 players.384K. EGA required.

❒ **ALDO'S ADVENTURE** (605) - A game of ladders, ramps, hazards and treasures. Excellent graphics. EGA and AT computer.

❒ **MAHJONG V-G-A/LAPTOP V1.1** (911) - Ancient Chinese game of Mah Jongg with super graphics. Req.512K, mouse,VGA or CGA, EGA for laptop version.

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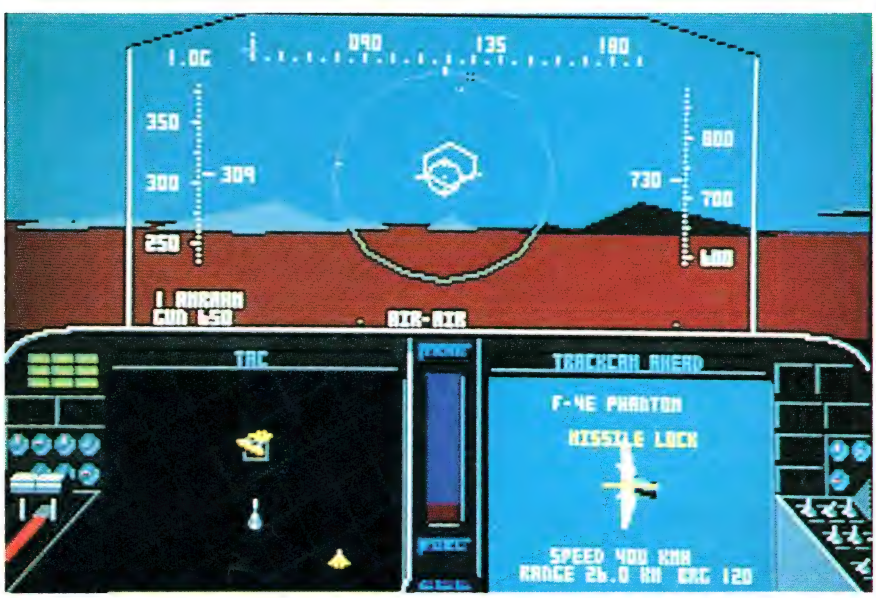
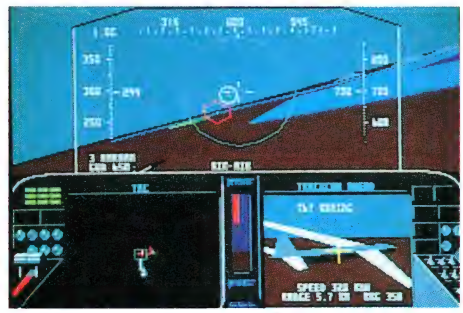
GAME 8/89

HINT While not very exciting, taking intelligence photos is a very important part of what the stealth fighter does. When taking photos, it is more important to keep the subject sighted in the lower-right TrackCam CRT than in the HUD target box and cross.

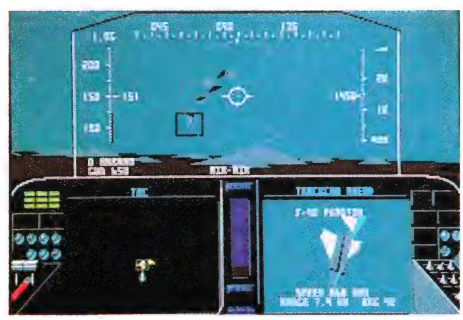
Here's how to take out the primary air-to-air target. First, maneuver so you're between the target aircraft and the nearest runway. This way, he can't escape by landing while you take care of the escort fighters.



The AN-72 Coaler is unarmed, but is traveling with a dangerous fighter escort. Ignore the Coaler for now and attack the escorts with your long-range AMRAAMs.



Be careful to always ID an air target before shooting. Civilian aircraft, such as the Boeing 767 seen here, are often in the area and may wander into the fray.



Good shooting! Both missiles scored hits. But be ready to follow up any misses with guns or shorter-range Sidewinder missiles.

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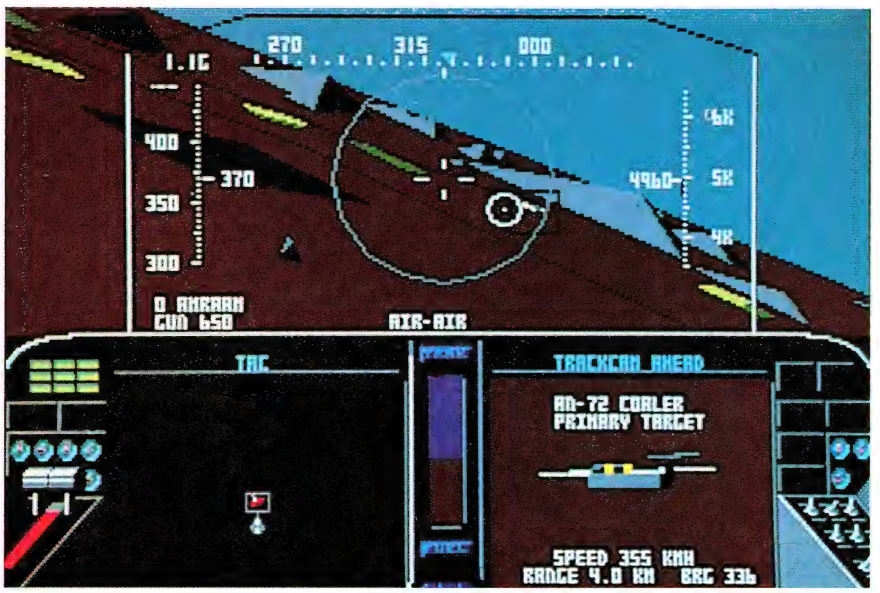
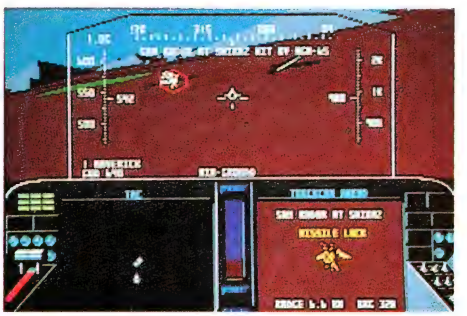
HINT Don't let stray SAM shots panic you. The bad guys might try to scare you into revealing your position by shooting a SAM in your general direction. If you're not being tracked, keep cool and don't hit the ECM button.

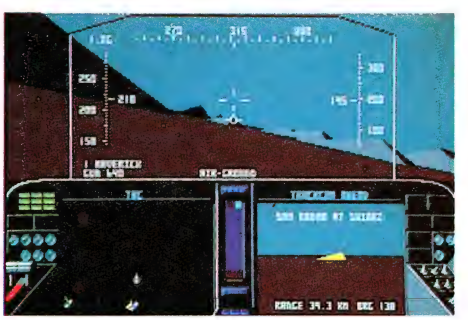


With the escorts eliminated, you can close in on the AN-72 for a guns kill. Keep your nose pointed ahead of the enemy aircraft so you can lead the target with your cannon fire.

When you close to within four kilometers, start firing short bursts ahead of the target. Your "historical" gunsight shows where shells fired two seconds in the past would hit. Use it to time your shots.



A nearby SAM radar site has locked onto you during the air battle. A Maverick missile will quiet the radar and let you disappear before the incoming swarm of fighters can find you.



Immediately after destroying the target, withdraw low and slow, because many more enemy aircraft will be vectored to your position. Hide behind the terrain if possible.

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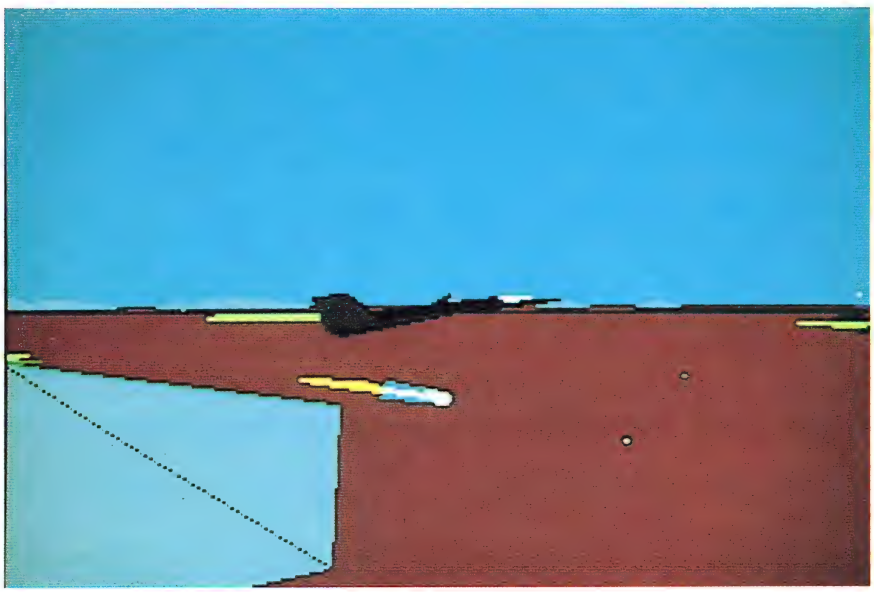
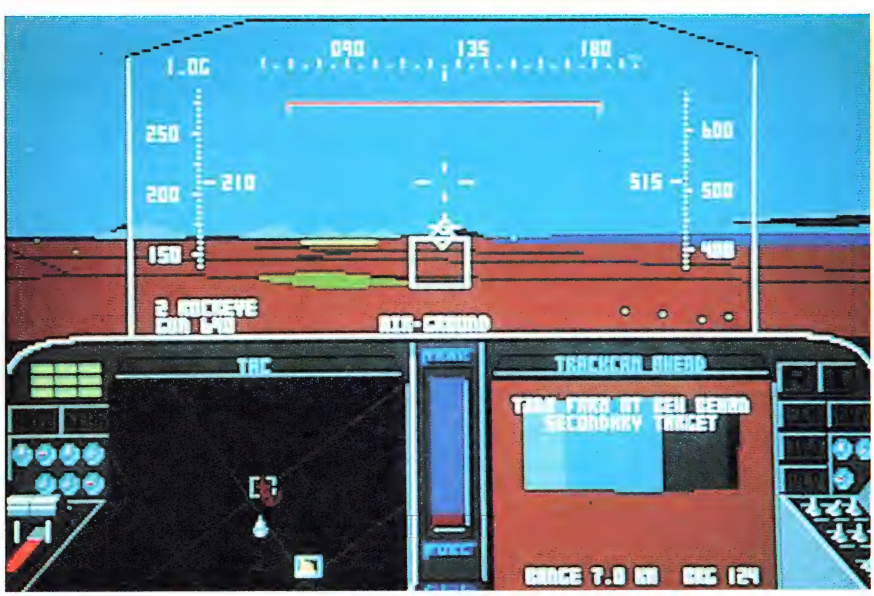
HINT The enemy has ears and eyes as well as radar sites. If you fly directly over an enemy position or airbase, your location will be reported even if they don't pick you up on radar.

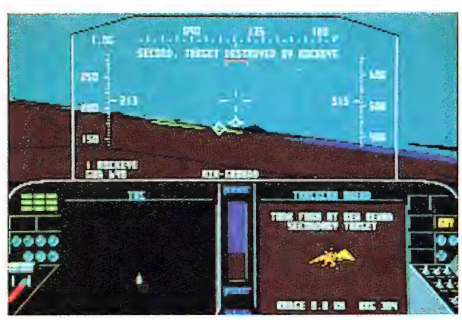


The secondary target is guarded by another SAM site. Use another Maverick missile's exceptional standoff capability to destroy it from long range.



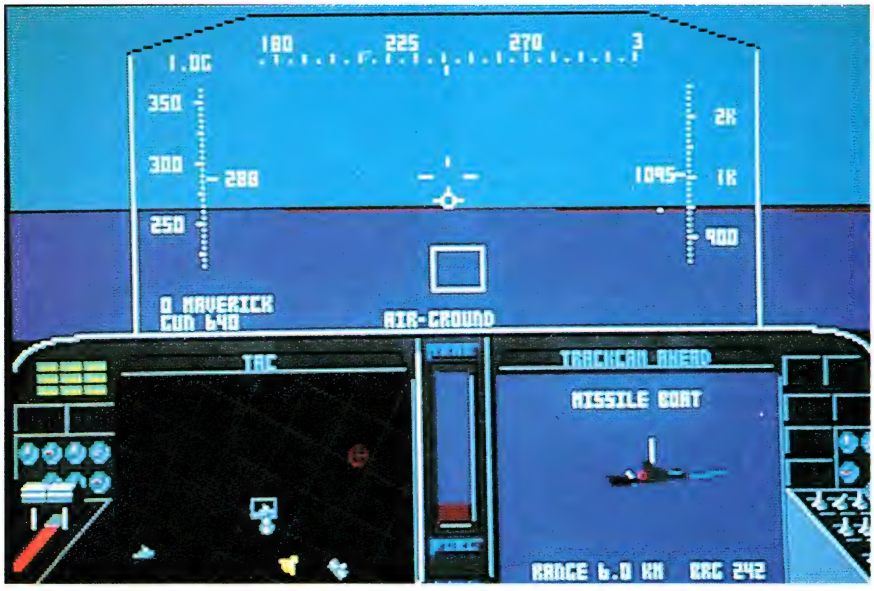
With the SAM site quiet, you can safely move in closer to use a Mk 20 Rockeye Retarded Fall Cluster Bomb. Pull up to 500 feet and line up the target in the center of the HUD.

The bar at the top of the HUD indicates the range to the drop point. Keep the target centered, open the bay doors, and hit the release button as soon as the two ends of the ranging bar meet.

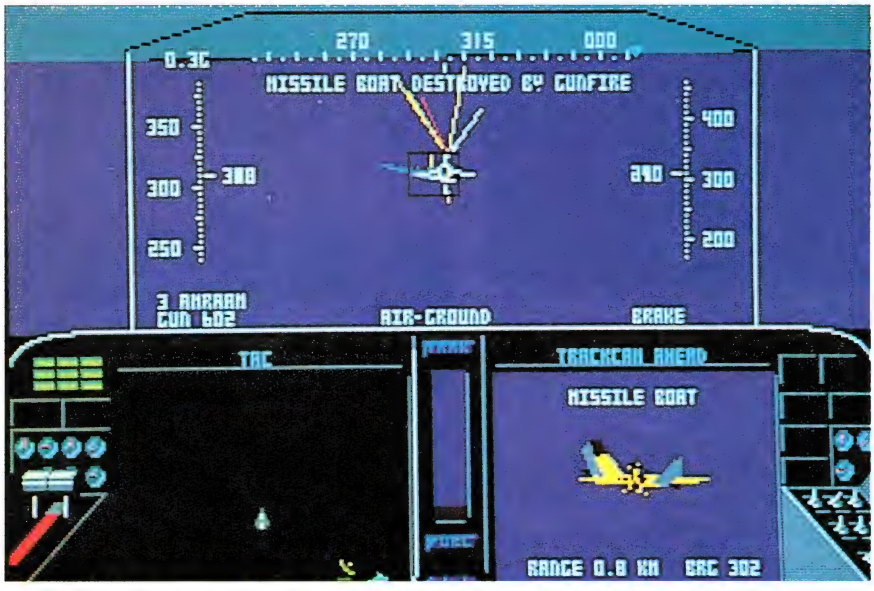


If you keep the target centered in the screen and release at the right second, you will score a hit. The flight-path indicator can be a little high or low without causing problems, but don't let it get off to the side.

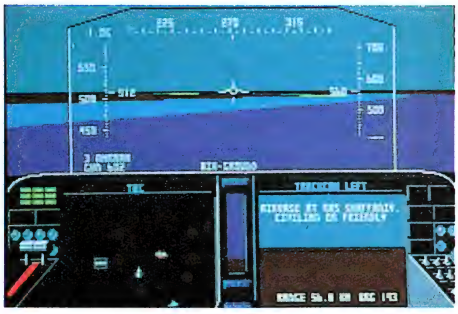
HINT Use your flaps most of the time. They smooth the ride at low altitudes somewhat and decrease your hard-turning stall speed from 250 to 210 knots. The extra 40 knots could be the difference between victory and defeat in a hard-turning dogfight.



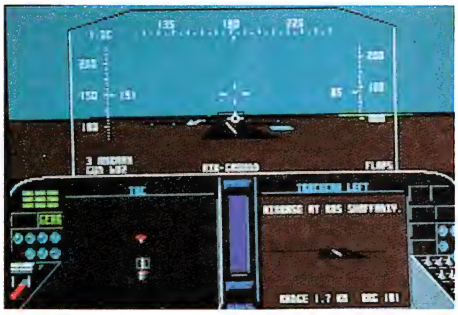
Those missile boats make great strafing targets on the way home. To prepare for a strafing attack, pop up to 1,000 feet when you are six kilometers from the target.



At three kilometers out, extend your speed brake and dive on the target. When first learning to strafe, it is best to aim a little short and then "walk" your shots to the target, using short bursts.



The key to landing is getting lined up early. Locate the strip and lock onto it with the Trackcam. Then turn away and fly at a right angle to the base until your NAV cursor is all the way to the edge of the HUD.



When you're heading back to the base, time your pullout so that when you're straight and level, your heading is 180 (or 000, as all runways are north-south), and the NAV cursor is centered. Then you should have no problem.

Hardware requirements: IBM, Tandy, or compatibles; 384K minimum memory; VGA, EGA, MCGA, CGA, Tandy 16-color, or Hercules graphics; joystick recommended.

HOLE-IN-ONE MINIATURE GOLF

Miniature golf is ideally suited for computers. Holes can be pictured on one screen, and the game itself is easy to play and understand. Computers let designers do what they couldn't on a real course — animations, magic, and physical impossibilities.

Hole-in-One Miniature Golf takes full advantage of the computer. Build up your expertise on the classic holes because things get tough on the back nine. On the intermediate range, magic holes and other extravagances appear. The next 18 are in the expert challenge, where even par sixes seem impossible. Finally, the menagerie holes give a 3-D perspective.

The mouse is the ideal mechanism for this game. You start each hole by placing (clicking) the ball on the pad. Next, drag the "cursor" to determine the ball's direction and the power of your shot. Click again, and the ball takes off. Of course, it could hit something, or fail to climb a hill, or lodge itself behind a wall, but that's what makes miniature golf interesting.

The options menu also makes things easy. Tire of a hole and just skip to the next. Make a lousy shot and take it back. With contour views of the holes, you see the size of the hills the ball must climb or avoid.

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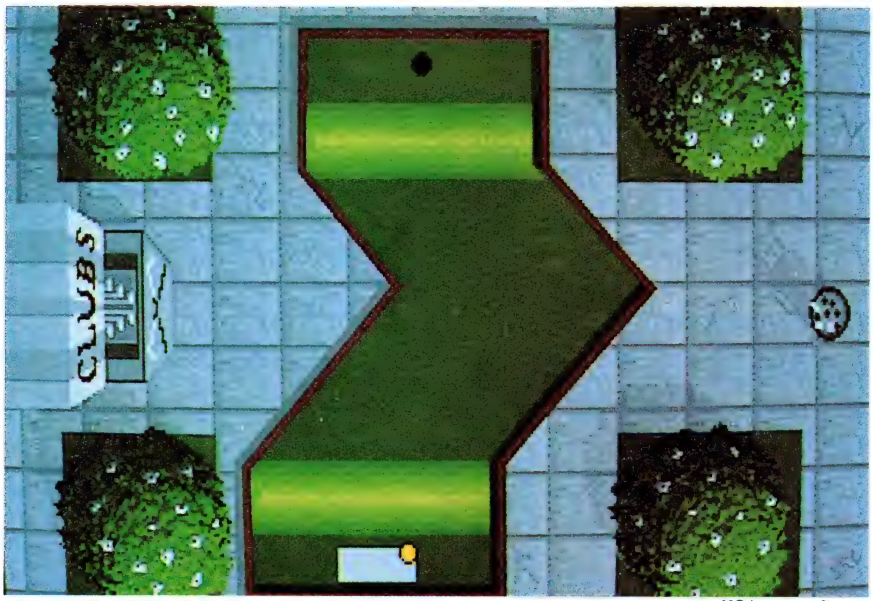
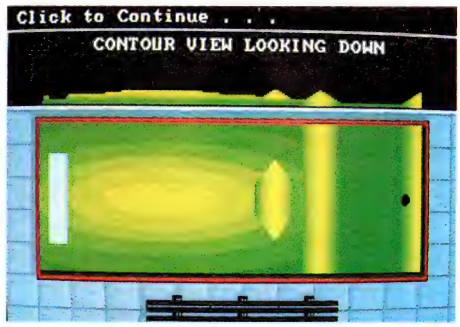


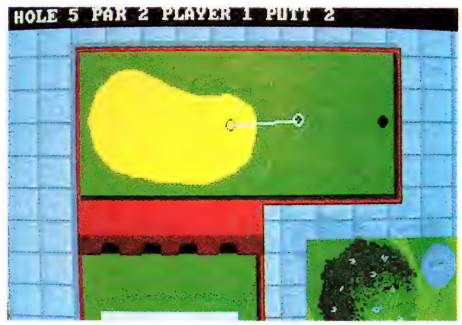
VGA screens shown

The first hole is straightforward and easy. It should be a quick par 2.

The five courses are classic, tutorial, expert, menagerie, and intermediate. You should start with the tutorial to build your skills for the holes to follow.



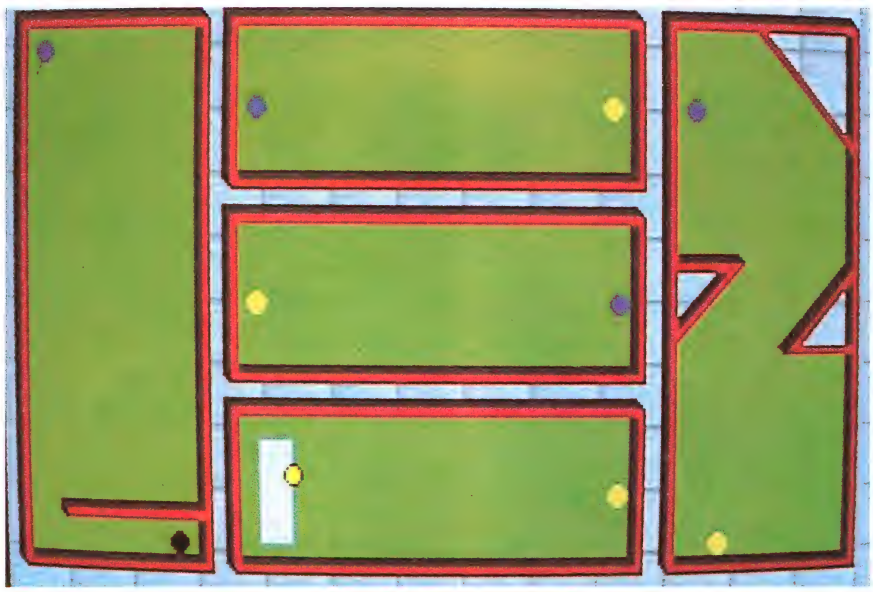
In this classic hole #4, you can see the contour map that shows gradations.



You'll have to avoid sand traps like this one in classic hole #5. Just as on a real course, sand traps require extra power to get through.

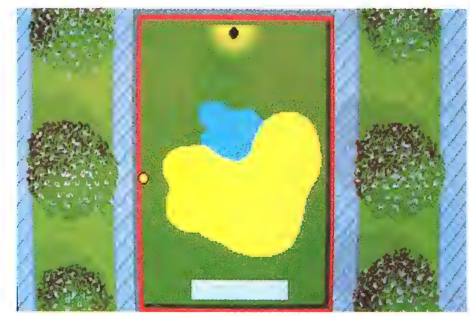
HINT Practice with different placements at the start of each hole. The angle at which you bank off the first obstacle often makes the difference between a par and a 2- or 3-over. Sometimes the least likely placement is exactly the right one.

HINT Be very careful not to apply too much power. These courses are fast, and too much strength will almost always lead to a couple of extra strokes. Practice with the tutorial screens, or replay the classic course until you have it down.



Classic hole #11 is the first with magic holes. Shoot hard for the first light green hole.

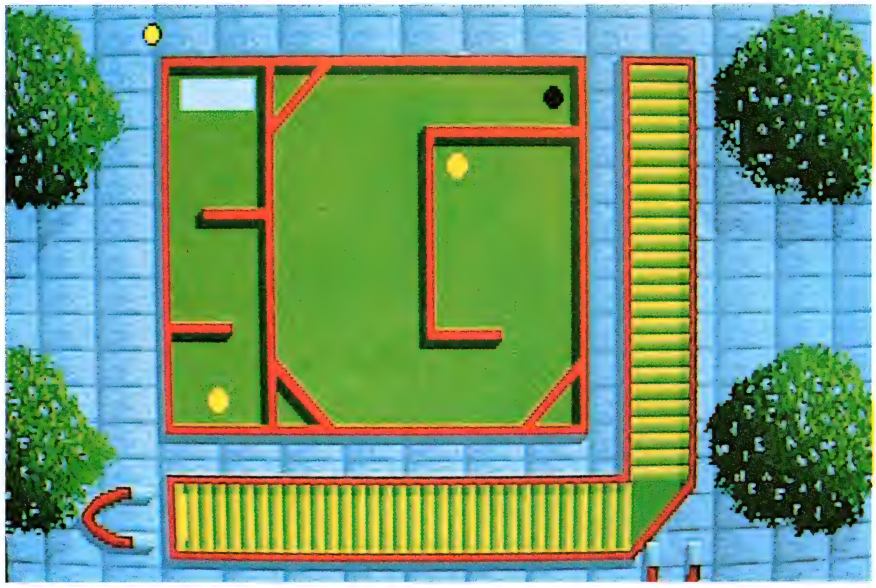
There are some unexpected barriers between you and the hole in intermediate hole #1.



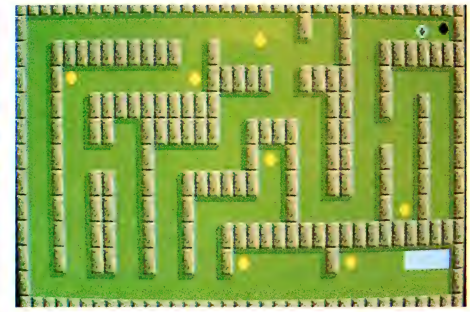
When you encounter sand traps and water hazards on the same hole, you'd better dust off your bank shot.

Notice the 3-D perspective in classic hole #18. All of the menagerie holes give views like this.

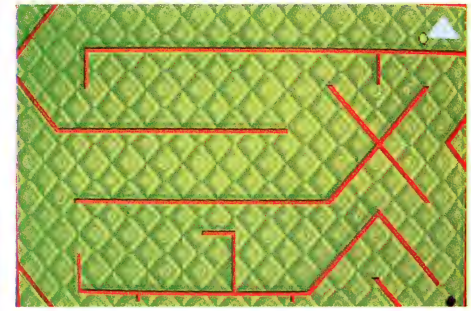
HINT The shortest distance between two points is not necessarily a straight line. Judge your shots according to obstacles and contour lines. Use the U and D keys often to judge contour changes, and use the hills to stay out of the sand traps and water hazards.



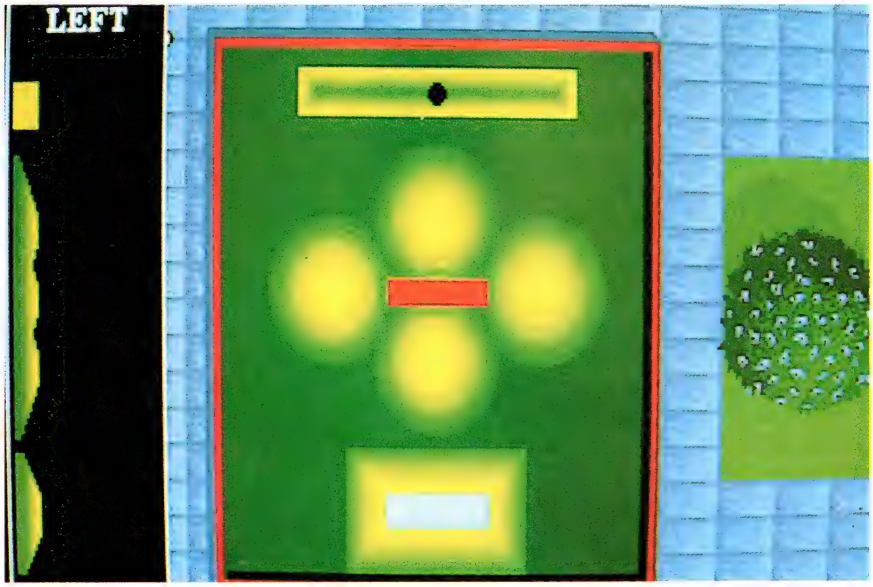
First walls and corners, and now magnets! Intermediate hole #11 has all these things, and magic holes besides.



The trick with expert hole #2 is knowing which magic hole to aim for. The first one is not always the right one.

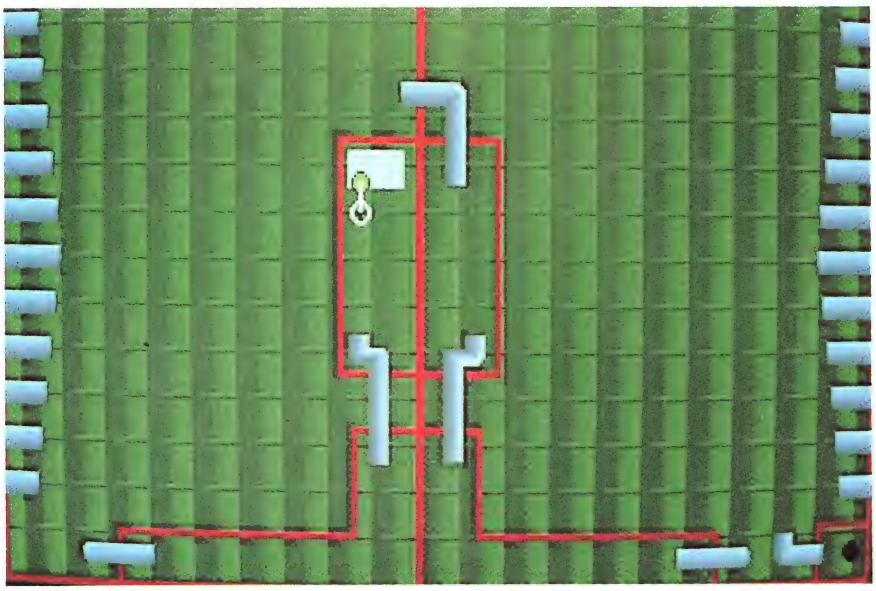


Expert hole #5 requires your full expertise in playing the angles properly.



The left-view contour map shows the many gradations in intermediate hole #15.

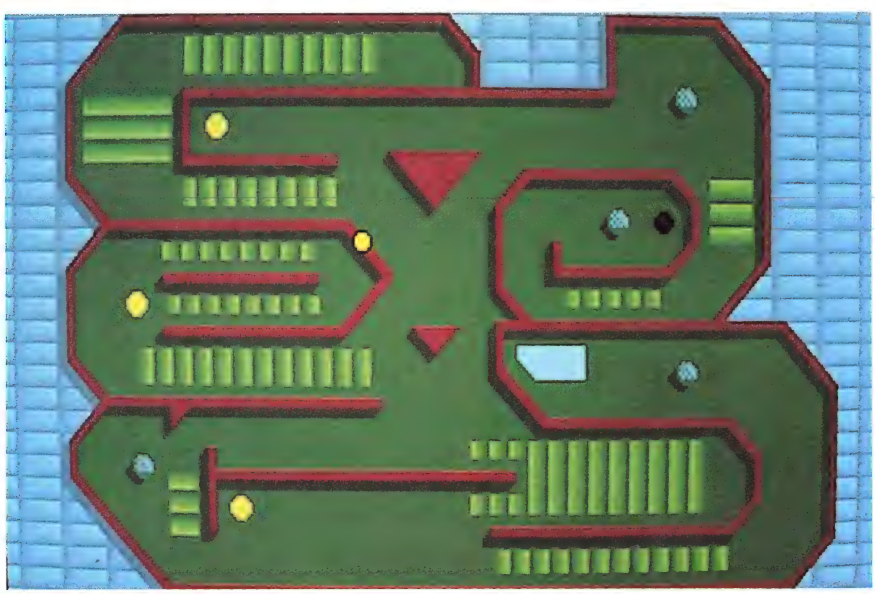
HINT In the menagerie course, simply locating the hole is sometimes the major challenge. In some cases, there is more than one possibility. The only way to figure it out is to try them all until you know the course.



On expert hole #6, try a soft shot through the first pipe.

Here's a challenge in menagerie hole #1: Can you think while you're upside down?

Cross the bridge and find the hole in the mountainside with menagerie hole #3.



Expert hole #18 has it all, and you must practice it often to master it.

HINT Magic holes are unpredictable, and some even change from game to game. Those that don't, however, can be mastered until you are able to shoot a hole in one or two shots. Try each magic hole from different angles and with different power, to see where they lead.

The trick in menagerie hole #6 is to get up the stairs. The hole is in the top right corner.

Aw, come on! A par 2 for this bug-eyed planet?

The first trick in hole 18 is getting over the bridge.

The hole in menagerie hole #11 is in the bottom of the boat.

Hardware requirements: IBM, Tandy, and compatibles; 256K minimum memory (384K for VGA); VGA, EGA, MCGA, CGA, Tandy 16-color, or Hercules graphics; joystick and mouse optional.

THE MAGIC CANDLE

Long ago, the powerful demon Dreax was imprisoned in the Magic Candle, a taper which burns eternally, yet never melts. Dreax has brooded for centuries, plotting escape and revenge.

Now news arrives in the court of good king Rebnard. The four and forty guardians of the Magic Candle have vanished and the candle has begun to melt. If the flame goes out, Dreax will be freed. A band of stalwart questers sets forth to locate the legendary *Zirvanad*, a spell that can reimprison Dreax forever.

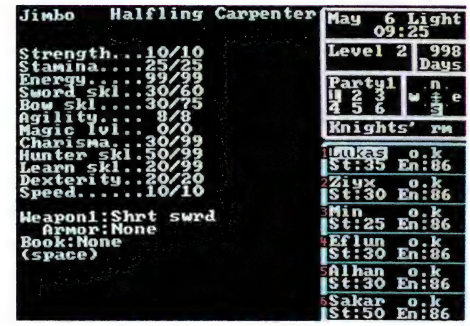
In *The Magic Candle*, you first choose the six members of your questing party. Each character has a "skill level" in everything from spell-casting to hunting, which increases with experience and training. There are dozens of commands available, allowing you unusual flexibility and realism in controlling the daily lives of your characters. But only those commands which are relevant to a given situation appear on the screen at any one time.

This kind of sensible attention to detail makes *The Magic Candle* an outstanding fantasy role-playing game. Graphics are fine, game-play is smooth, and the colorful world of Deruvia is appropriately vast.

Mindcraft

EGA screens shown

Your quest begins in the Knights' Room of King Rebnard's castle, where you select five companions from 12 candidates. There are two wizards available; include both for maximum magical power.



You can examine each candidate's qualifications in great detail. Select one for his high charisma rating and use him for starting conversations with strangers or haggling with merchants.

The servant Beratt knows a secret, but you can only talk to him during one time of day. Ask the palace guards about his schedule. Have plenty of charisma handy when you approach him — he won't talk to just anyone.

Rebnard's castle is full of guards, servants, and courtiers. Explore each of its three levels thoroughly. Question everyone and take *detailed* notes of any information, and the name of the person who gave it.

HINT

After you've collected all the hints available at Rebnard's palace, you'll wisely conclude that the first destination in your quest should be the nearby city of Pt. Avur. While you're there, be sure to buy supplies, visit the library, converse with the townspeople, and see what gossip you can pick up at the local tavern. Take a high-charisma person along with you to the latter location.

HINT After doing the basic tour of Pt. Avur, you must decide what to do next — the lands of Deruvia are vast and varied and there is no single right way to pursue your adventure. If you're playing the 1000-day scenario, however, you might want to linger a while in Pt. Avur. Seek employment to augment funds, increase powers in training schools, and have the wizards memorize more spells. This strategy will give you time to become comfortable with the game's many commands. And every action will come in handy when you do venture into the perilous countryside.

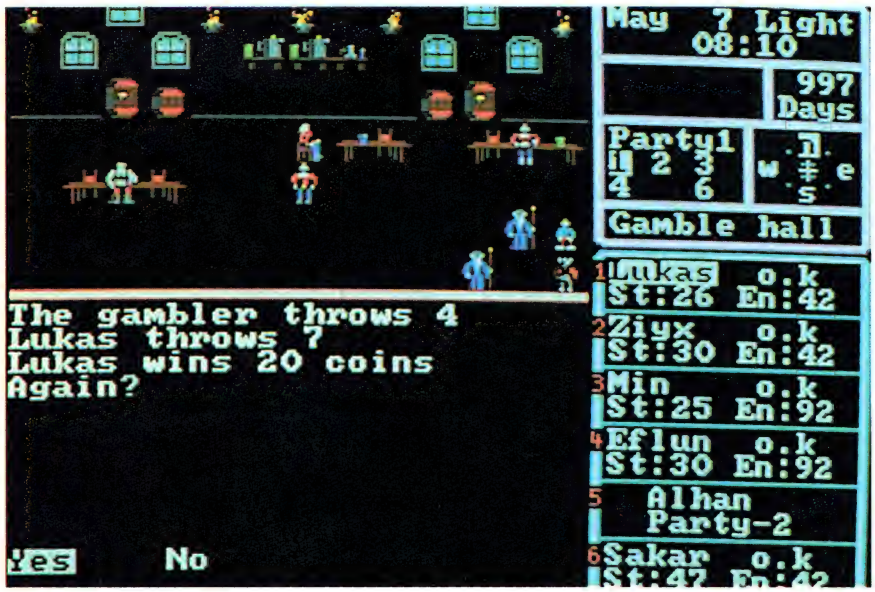
Upstairs in the castle are two locked bedrooms. You must prove you have business with the occupants before the doors will open. Remember to knock on any locked door — except in dungeons, where a kick is more appropriate.

If you must camp in the wilderness (or, as here, when you find a city's gates closed for the night), always leave someone on watch. When that person runs low on energy, relieve him so that he, too, can get some rest.

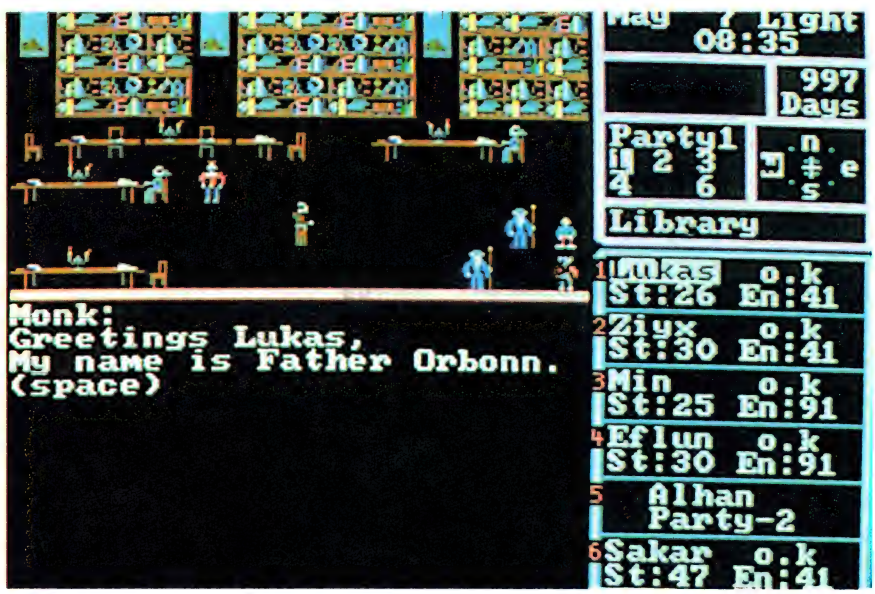
In combat, have your wizards "recall" a spell and your warriors "draw" their weapons. Then "walk" into a sound formation. Keep wizards out of the front rank — they're lousy fighters and too valuable to risk carelessly.

Once you've vanquished your foes, be sure to inspect each corpse for hidden loot. This is a very simple way to pick up some extra change, and in this game you can never have enough money.

HINT If there are two wizards in your party, you can "double-team" them in combat. Have one wizard armed with his most destructive spell, and arm the other one with an energy-enhancing spell. When Wizard No. 1 gets weak, Wizard No. 2 can zap him with a rejuvenating jolt. In many combat scenes, this works better than having both wizards hurling combat spells and quickly losing their energy.

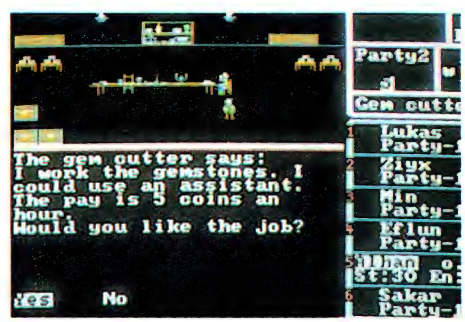


You can increase your finances by visiting the gaming tables. Your odds of winning seem 50-50, for the first bet or two anyway. You can make a lot of money fast with a lucky bet. Or lose everything....



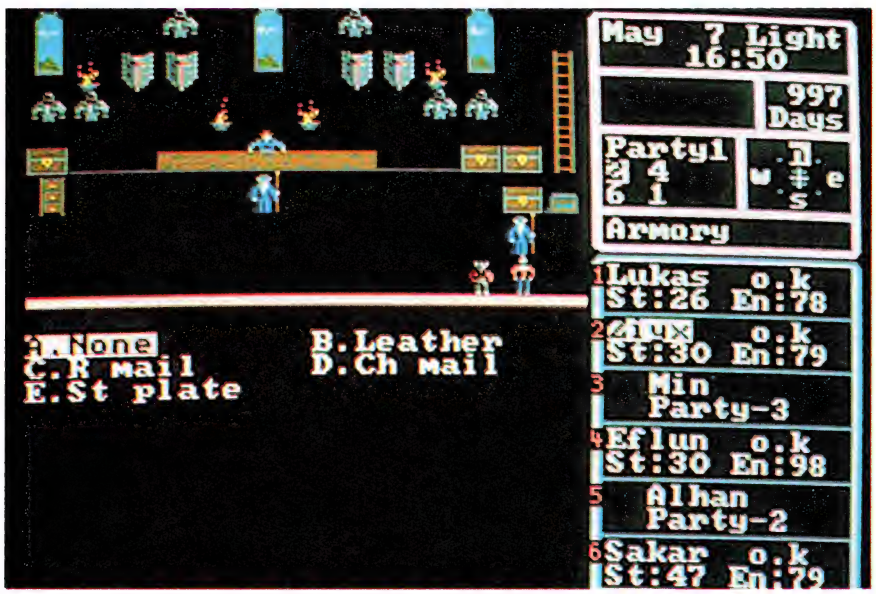
The monks in the library at Pt. Avur have much knowledge. Be sure to inquire about "hoyam essence" and ask Father Orbonn about the Zirvanad.

Bribing the commandant of the port's garrison will get you a special pass for entering restricted areas. Let Min (if he's in your party), or someone else with high charisma, carry the pass.

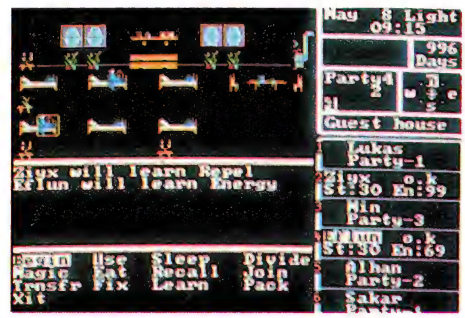

The gem cutter says:
I work the gemstones. I could use an assistant. The pay is 5 coins an hour.
Would you like the job?
Yes
No
Party2

While visiting a town, use the "divide" command to put members of your party to work at their special trades — its a slow but certain way to increase your supply of money.

HINT "Charisma" in *The Magic Candle* is not a political or media trait. It simply refers to a character's ability to interact with the people (or creatures) encountered on the quest. Always have at least one character with charisma of 30 or better (Min, for example) and try to keep him nearby when you're exploring new towns or interrogating strangers. If you have to pass up some information because your most charismatic character is elsewhere, better come back and revisit that place or person later.



Though your wizards are not prime warrior material, it's wise to invest in some protective armor for them. In case of ambush, it can save their lives — and therefore, possibly everyone else's as well.



While the mortal party members are going about their business, put your wizards to work learning more spells. Concentrate on the more time-consuming spells early in the game, while things are developing more slowly.

At least some of your party should explore the streets at night. You will encounter characters — some of them with much to say — who prefer not to walk abroad in daylight.

When you see this symbol on the big scale map, be prepared to flee. Fleeing burns up energy fast, but it can save you from enemies, especially the non-human kind.

HINT Mapping is a necessity when you're exploring. Fortunately for your sanity, the designers of *Magic Candle* have made this chore much less onerous and time-consuming than it is in some games. In the towns, a simple graph paper sketch map will suffice. There are no signs on the buildings, but each has a distinctive roof-shape and door-and-window arrangement. Once you get a few basic landmarks down you can fill in the rest without wasting hours trying to get your bearings.

Sometimes you'll stumble over a patch of magical mushrooms. Never fail to add these to your inventory. You can never have too many.

On the main roads (what few there are), you'll encounter some interesting and talkative characters. Unless you're in a hurry to make a rendezvous, it's a good idea to stop and talk to all of them.

Battle tactics should include choosing the right potion for the situation. Lukas has just taken a dose of "nift," which will, for a short time, protect him against physical attack.

At some point, you'll need to book passage on a ship bound for the Isle of Shandy. If your way is blocked by cargo, it's obviously too soon for you to make this trip.

Hardware requirements: IBM, Tandy, and compatibles; 256K minimum memory; EGA or CGA graphics.

OMNICRON CONSPIRACY

With the release of *Omnicron Conspiracy*, Epyx has joined a select group known for publishing interactive adventure games that feature both top-quality graphics and ingenious storylines. In this addictive game, players must break up an intergalactic drug ring and prevent the destruction of the universe.

Parents be warned, however, that the game does include a few characters and action sequences that, where this a movie, might prompt the Motion Picture Association of America to give a PG-13 rating.

Conspiracy throws you into a sordid world of drugs, corruption, and anarchy. As the Star Police force's best cop, it's up to you to clean up the galaxy and put its drug czars behind bars. You're faced with a familiar Catch-22. If you don't search every nook and cranny and speak to every being on two pods, you'll miss important clues and valuable items. Yet if you do, there is the probability that you will become another addition to the day's fatality total. The best advice is to shoot first (with your plasma cannon set on stun), and ask questions later.

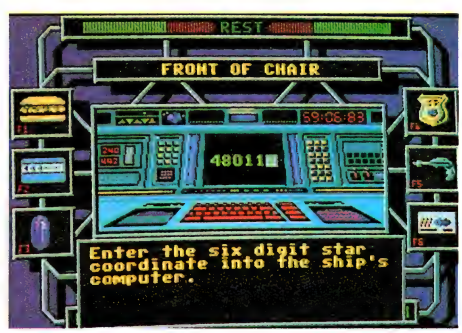
Epyx

REST
This is your MetaCard. You can use it to purchase food and equipment. Don't leave home without it.
press ENTER key to continue

Ace is carrying a MetaCard in his pocket identified as F5. Use this credit card to purchase weapons, holodisks, weapons, and other valuable supplies.

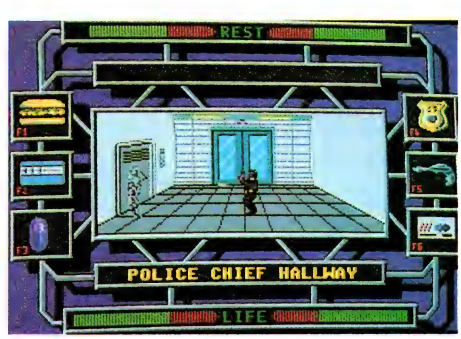
EGA screens shown

Search all flat surfaces, beginning with the nightstand in your bedroom, for items you will need to complete your mission. Each of the six windows surrounding the main screen display what you hold in your pockets.



To plot your destination point, enter the proper coordinates into the control panel on board the *Falcon*. Displayed are the coordinates for the planet Cron — 480117.

HINT Withstand the temptation to spend some time with one of the more hostesses on Cron. The seductive siren charges only 50 credits, but she'll take your MetaCard and your plasma cannon, which are difficult to recover. Keep in mind that you are one of the Star Police's finest men, and as such you shouldn't be wasting government time. Besides, as the developers remind us, this is supposed to be a family game!



Your plasma cannon has two settings — stun and kill. Do not kill allies, no matter how nasty they are to you. It's best to keep your weapon on stun until you are certain that your life is in danger.

HINT Though you are respected by all, you are liked by few. Even fellow police officers can get hostile, so be ready to zap the creatures with which you come in contact. If you're in an area where you're an uninvited guest, you'll draw fire from unlikely sources. Decide quickly whether to stun or to eliminate your aggressors because if you kill another officer — whether he's friend or foe — you'll go to the stockade for life.

REST
POLICE CHIEF
The last message your H.Q. received from your agent was sent three days ago. The message read:
'Am boarding the Blackstar
press ENTER key to continue

After landing on Cron, you will want to report to the 6th floor of headquarters to get your orders from the chief. Follow Officer Drek to the dynalift.

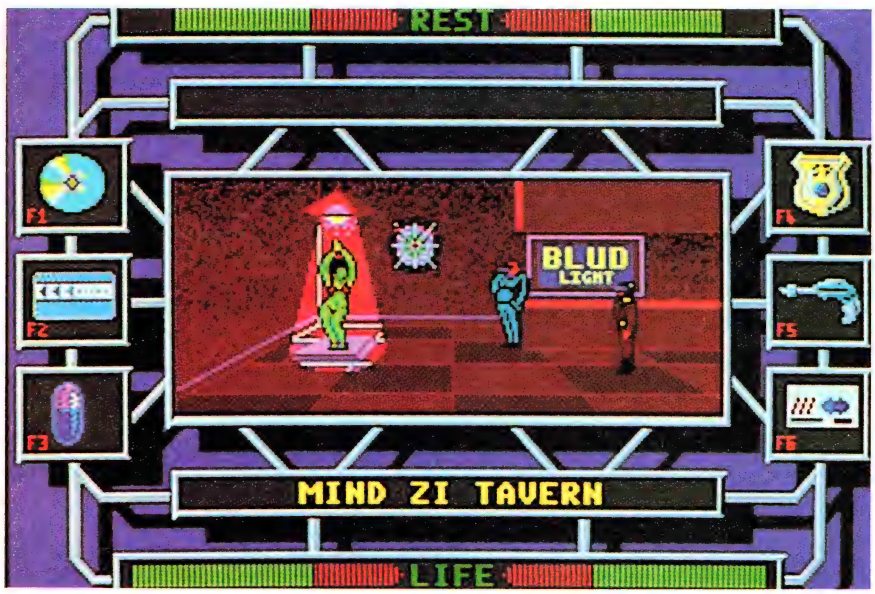
Behind the broken computer in the library is a passage to the good Mentant Temple (meaning there is also a bad Mentant Temple). Den Herth awaits you with valuable information.

Holodisks are a bargain at 20 credits per edition. Marry Banillo is a valuable addition to anyone's music library — especially yours!

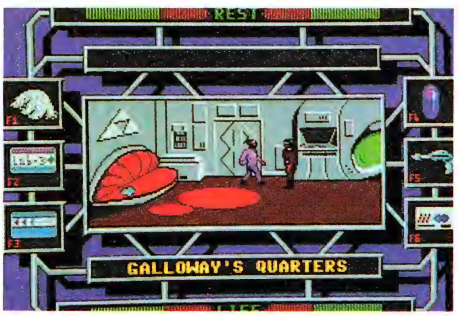
REST
SUPPLY CLERK
I ain't giving a blaster-happy S.F. agent diddly. All I'm authorized to do for you is refuel your ship so you can leave.
press ENTER key to continue

On your way down to the first floor, check out the other rooms in the building. You may find something of use. However, don't dally — you have only a limited amount of time in which to complete your mission.

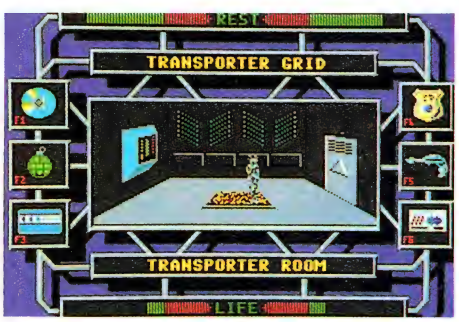
HINT The instruction manual says that you may want to visit the real estate office on Klein Street. Well, you may not. The coordinates provided by the realtor's computer are useless as far as the completion of your mission is concerned. However, if you have some extra fuel and are in the market for a house on the hill, check with your realtor first. He has what he thinks are *must see's*, including an exclusive fixer-up opportunity that's simply perfect for the S.P. officer tired of life on the run.



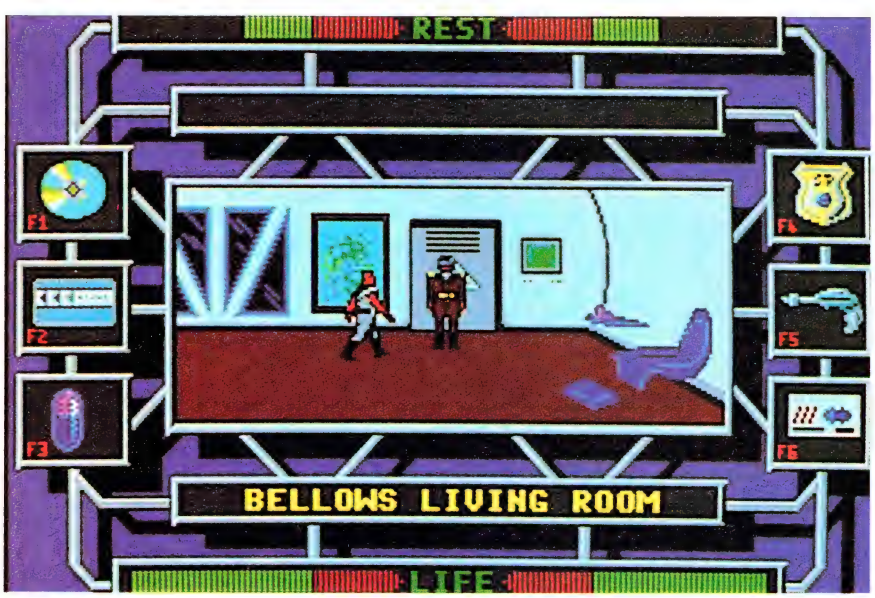
Another informant is waiting for you inside the Mind-Zi Tavern, but be careful! Bored thugs with bad attitudes hang out at this watering hole.



Dr. Galloway is one of the drug lords. Though he will at least be civil with you in the lab, in his living quarters he can get rather volatile.

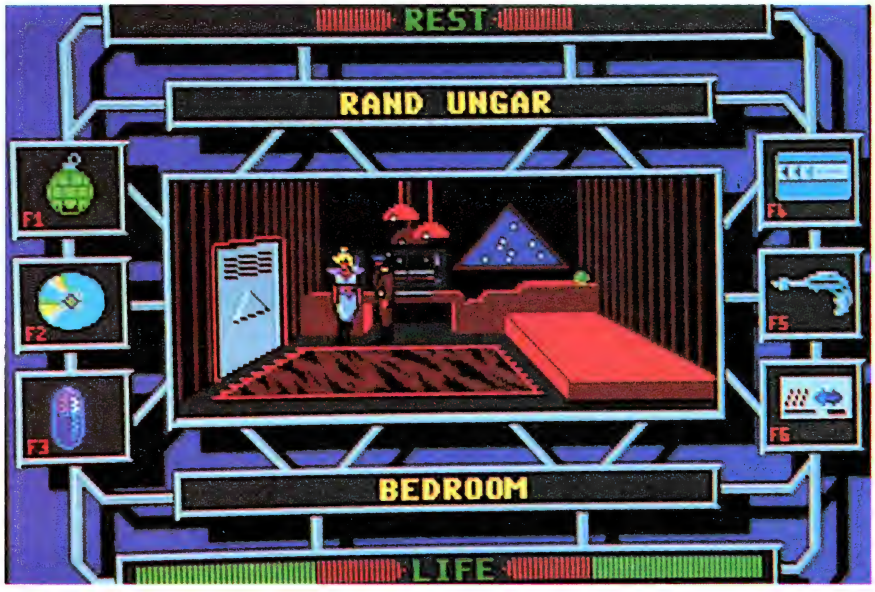


The transporter in *Conspiracy* will remind you of the one Captain Kirk used regularly in the "Star Trek" series. It will also show you what the excellent graphics in this game can do.

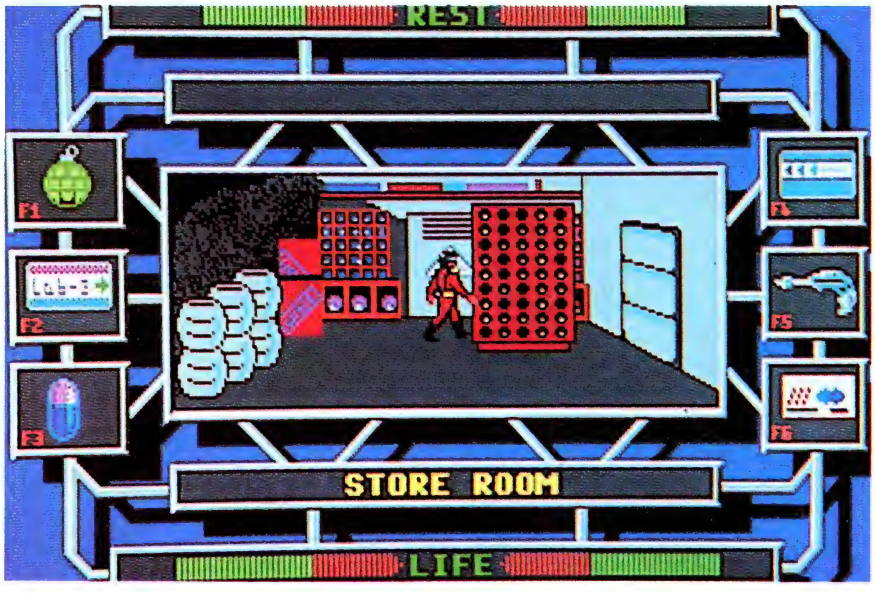


After following Bellows to his apartment, be prepared to dispose of Sarbai thugs busily searching your informant's quarters. These bruisers don't mess around, so shoot on sight.

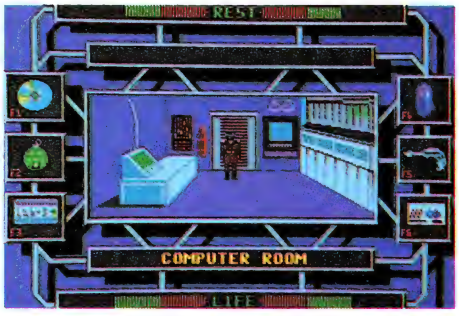
HINT After confiscating Rand's card key, you'll be able to gain access to several previously impregnable areas. Among these are Rand's laboratory and the tunnel hidden behind a wine rack in the Green Tattoo Bar. The card key you found on your bedroom table, as well as your badge, can be forsaken when you begin exploring enemy areas. This will allow you to carry items of greater value.



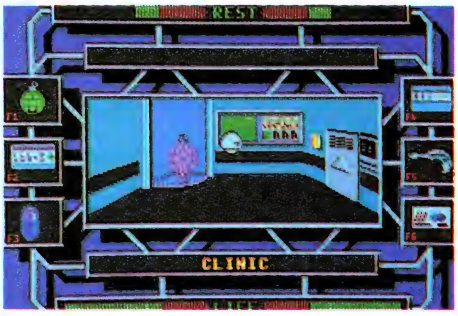
You will want to visit Rand Ungar, scientist and seducer. Her quarters are located at the end of the hall on Delphi's third floor.



To locate an underground tunnel, move the wine rack in the cellar of the Green Tattoo. The master computer room is in this tunnel, as well as a few robots programmed to defend it.

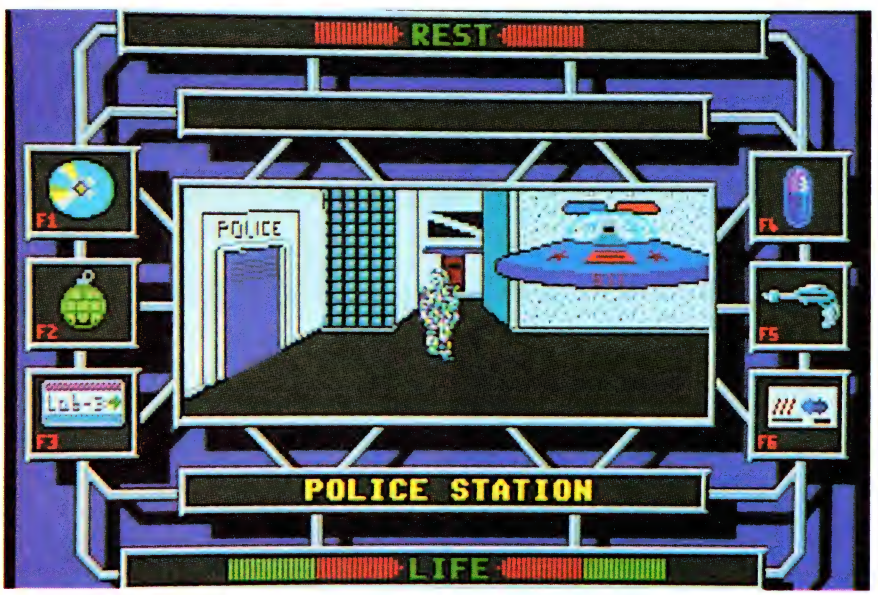


Proceed through the tunnel with caution and you will find the computer room behind one of the locked doors. To gain access, use the card key you picked up in Rand's apartment.



If you get zapped too many times, you'll end up a vegetable, literally. The nurse droid can only do so much, so try not to end up in someone's chef salad.

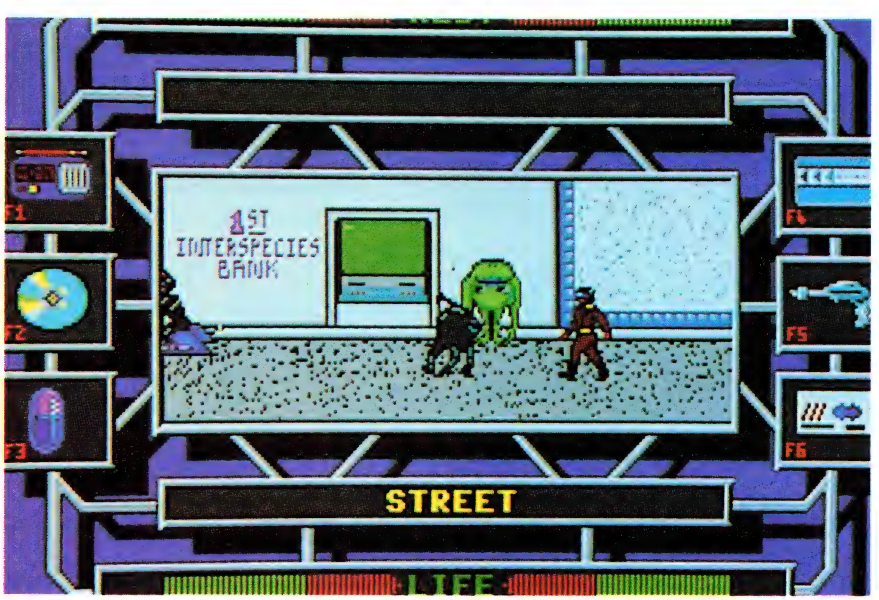
HINT There are three ways to restore your rest level: swallow your energy capsule, find a bed (any bed) and take a nap, or die. Upon losing your life for the first or second time, you are reassembled by a nurse droid on the *Falcon*. This restores your life and rest levels to 100 percent. However, there is no need for such drastic measures, for there are plenty of beds around the galaxy to satisfy even the most voracious of sleep monsters.



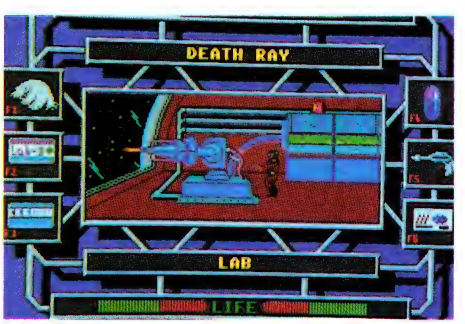
Although you don't want to end up an artichoke, don't blast innocent people trying to protect yourself. A nervous trigger finger is a one-way ticket up the river.

REST
CONTROL PANEL
The controls have been blasted. All that appears to be working is the ship's log and manifest computers.

You'll find the tramp freighter *Blackstar* littered with corpses. Obviously this intergalactic drug ring doesn't mess around, so neither should you.



While transacting your bank business, you might want to start up a conversation with the friendly neighborhood frug. He likes to loiter conveniently near the automatic teller machine.



When visiting the Sarbai Base, keep your cannon on kill. Get past the thugs and you can reach your objective — the Death Ray. Destroy this instrument of evil before it wipes out the galaxy!

Hardware requirements: IBM, Tandy, and compatibles; 512K minimum memory; EGA, MCGA, CGA, Tandy 16-color, or Hercules graphics.

RED STORM RISING

Modern-day torpedoes are like credit card bills: No matter where you try to hide, no matter how often you move, they'll always find you.

Evading torpedoes will preoccupy beginners to *Red Storm Rising*, MicroProse's rich, complex simulation of Tom Clancy's best-selling novel about contemporary submarine warfare. Though the real point in this game is to fire torpedoes and missiles at enemy ships and submarines, you'll only experience this after repeated play.

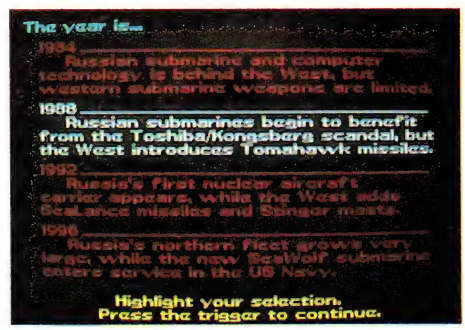
In *Red Storm Rising*, you are the commanding officer of a nuclear submarine operating at the beginning of World War III. You're assigned missions by strategic command, but essentially there is a single objective: Survive and make sure the enemy doesn't.

Select a mission from among four time periods. In 1984 Soviet warships were at their lowest level of technology, but the U.S. was limited as well. The 1988 scenarios — around which Clancy's novel is based — feature the Soviet Sierra- and Kilo-class subs, while you have the Tomahawk missile and Mark 48 torpedo. In 1992, a Soviet nuclear aircraft carrier enters the fray, along with your Sea Lance missiles. In 1996, the first Seawolf subs enter your fleet.

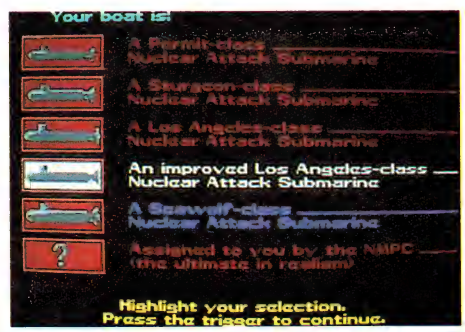
MicroProse

EGA screens shown

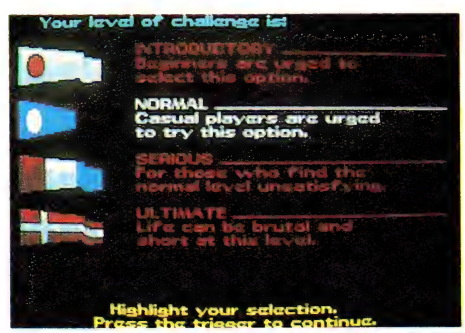
The tactical display is the one you'll use most often. "L.A." is your sub; the red square shows the contact.


The year is...
1984
Russian submarine and computer technology is behind the West, but western submarine weapons are limited.
1988
Russian submarines begin to benefit from the Toshiba/Kongsberg scandal, but the West introduces Tomahawk missiles.
1992
Russia's first nuclear aircraft carrier appears, while the West adds SeaLance missiles and Stinger masts.
1996
Russia's northern fleet grows very large, while the new SeaWolf submarine enters service in the US Navy.
Highlight your selection.
Press the trigger to continue.

You can choose from four time periods. For your first missions, stick with 1988.


Your boat is:
A Permit-class Nuclear Attack Submarine
A Sturgeon-class Nuclear Attack Submarine
A Los Angeles-class Nuclear Attack Submarine
An improved Los Angeles-class Nuclear Attack Submarine
A Seawolf-class Nuclear Attack Submarine
Assigned to you by the NMPC (the ultimate in realism)
Highlight your selection.
Press the trigger to continue.

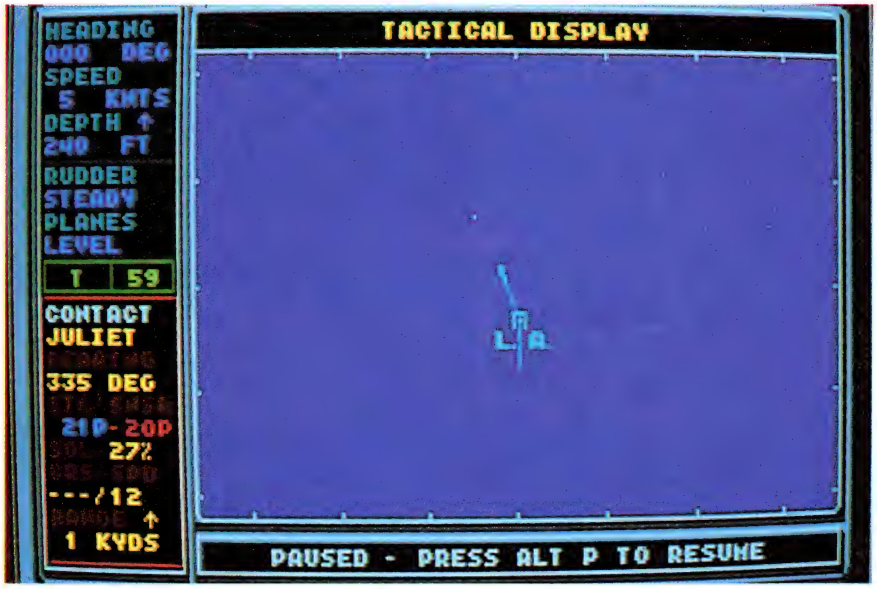
There are six classes of subs to choose from. Note that the *Seawolf* (in blue) isn't available in 1988.


Your level of challenge is:
INTRODUCTORY
Beginners are urged to select this option.
NORMAL
Casual players are urged to try this option.
SERIOUS
For those who find the normal level unsatisfying.
ULTIMATE
Life can be brutal and short at this level.
Highlight your selection.
Press the trigger to continue.

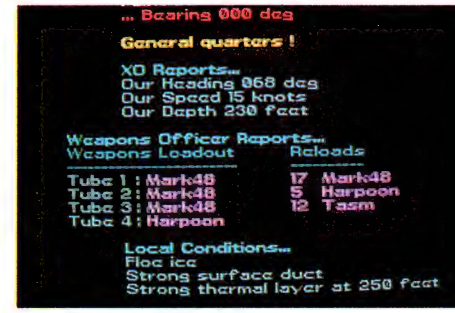
Four difficulty levels are available. Here, we'll use the cursor keys to move from normal to introductory.

HINT Remember that launching a torpedo is only half the job. You must also set its PAP (pre-planned activation point), or the torpedo will just continue straight ahead. Remember, too, that a torpedo has a limited range of "sight," and that it heads straight toward its PAP. Don't set the PAP at such a sharp angle from the target that the torpedo can't find the enemy ship.

HINT Evading a torpedo is quite probably the greatest challenge to your abilities as a submariner. Read the manual carefully to learn how. Learn to use noisemakers effectively — instead of just launching them at random, make sure they will truly confuse the torpedo. And learn to use your decoys efficiently and the fine art of *knuckling*. If you don't, you'll almost certainly be sunk.

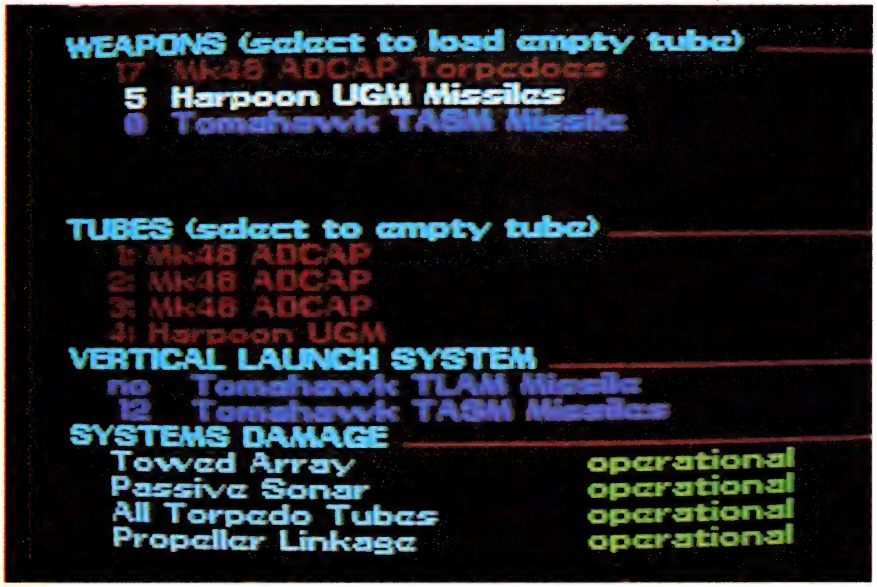


Moving at 15 knots and a depth of 230 feet, we've identified the target as a sub at a distance of 10 Kyds (10,000 yards).



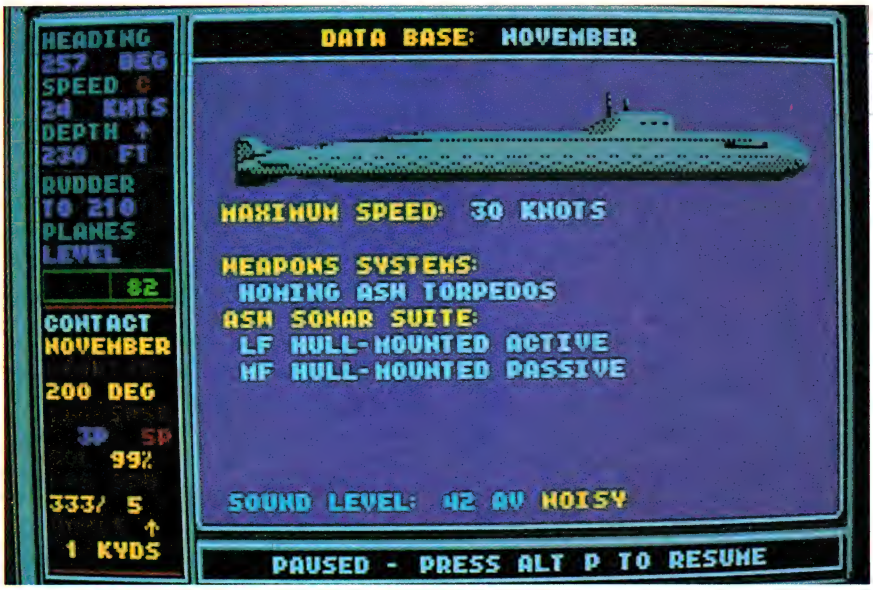
When you sound battle stations, you receive this report. Note the direction of the sonar contact (000 degrees) and the sea conditions.

This is the sea condition screen. It provides information for all ships within contact range.

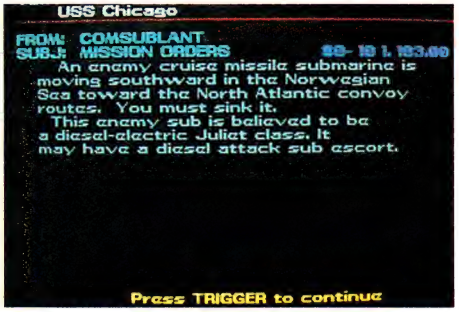


Here's the status screen. We'll load our four torpedo tubes with three Mark 48s and a Harpoon.

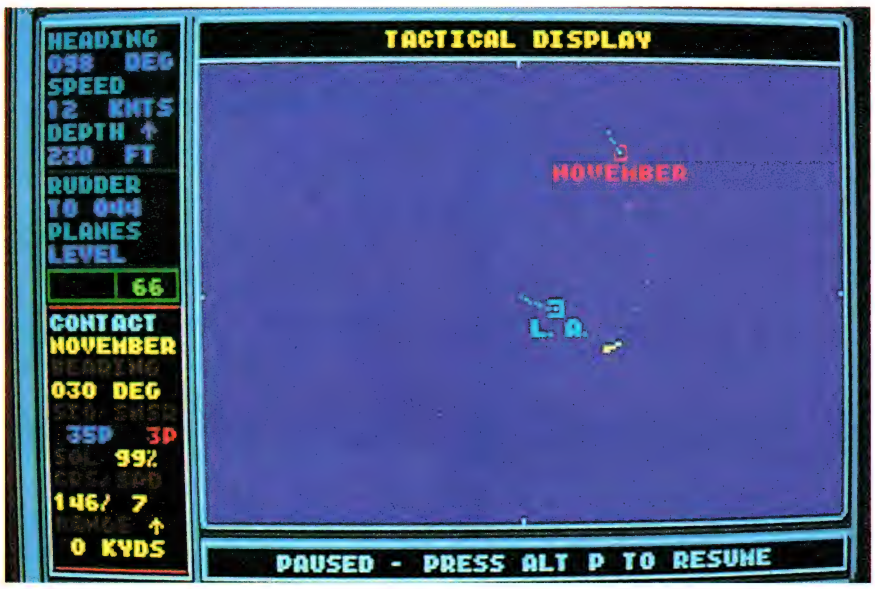
HINT Check often to see if your towed array is still functioning. Without it, you have a 60-degree blind spot to your stern, and enemy torpedoes will almost certainly approach from that direction. Don't neglect your towed array. You'll lose it if you stop completely, and it can be lost in other ways as well.



Once we've made contact, we can access the sub's database for information about the enemy.


USS Chicago
FROM: COMSUBLANT
SUBJ: MISSION ORDERS
An enemy cruise missile submarine is moving southward in the Norwegian Sea toward the North Atlantic convoy routes. You must sink it.
This enemy sub is believed to be a diesel-electric Juliet class. It may have a diesel attack sub escort.
Press TRIGGER to continue

These are your orders for the battle scenario against the cruise missile sub.

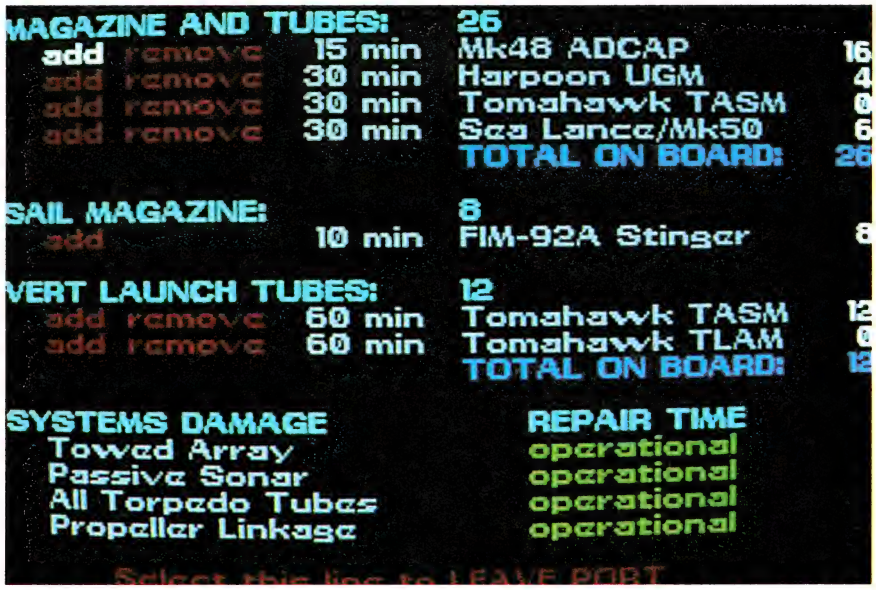


A torpedo (yellow) approaches. We'll drop a noisemaker to lead it temporarily astray, then launch a Mark 48 at the enemy.

TACTICAL DISPLAY
TACTICAL ANALYSIS:
WE'VE GOT A CONFIRMED SUB AT SHORT RANGE - BEARING 292 DEG. RECOMMEND WE SEND A TORPEDO AFTER HIM WHEN OUR SOLUTION GETS TO 75%. SET THE ACTIVATION POINT A LITTLE BIT SHORT IN CASE OUR TMA SOLUTION IS OFF.
PRESS ANY KEY TO ACKNOWLEDGE
TORPEDO TUBES DAMAGED. SIR!

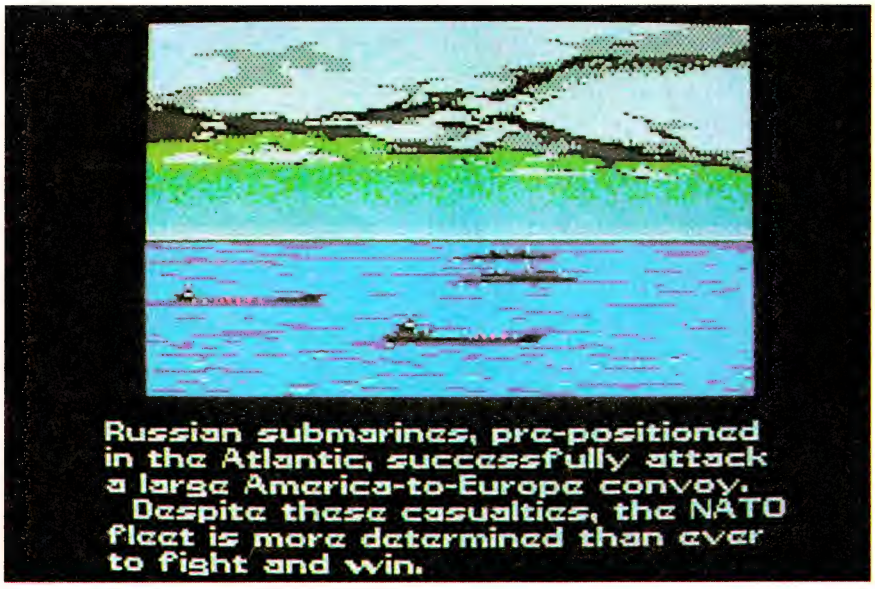
Confused? Need help? Press the Alt-H keys for a tactical analysis.

HINT When you start *Red Storm*, avoid the temptation to switch on your active sonar and radar. This might work in training or duel scenarios, but otherwise it's deadly. Using active radar is like sending a flare into the night announcing your position. Be patient and be subtle. Use the sea conditions as weapons. You can sneak up on ships by running under the thermal layer, and evade torpedoes the same way. But watch out for ice floes — they can stop your torpedoes *and* your sub.

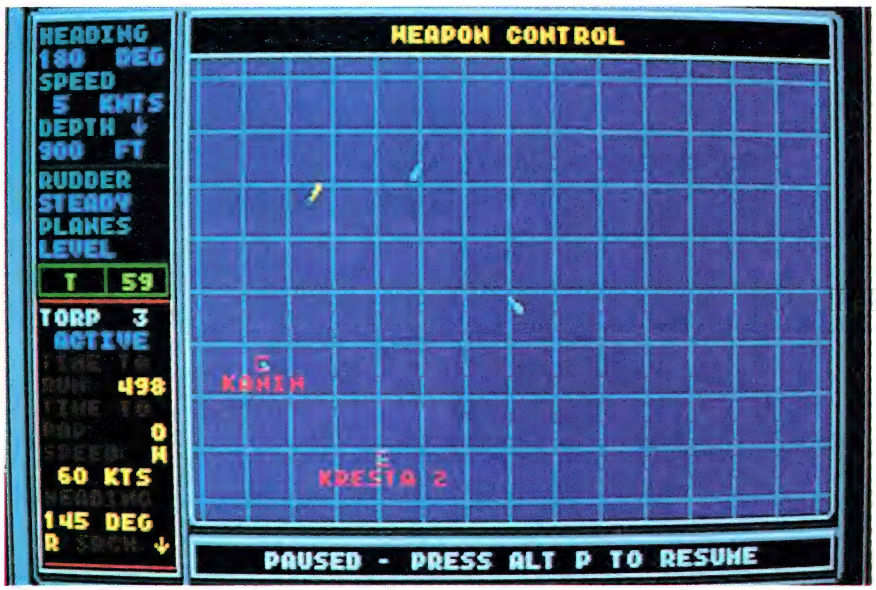

MAGAZINE AND TUBES: 26
add remove 15 min Mk48 ADCAP 16
add remove 30 min Harpoon UGM 4
add remove 30 min Tomahawk TASM 0
add remove 30 min Sea Lance/Mk50 6
TOTAL ON BOARD: 26
SAIL MAGAZINE: 8
add 10 min FIM-92A Stinger 8
VERT LAUNCH TUBES: 12
add remove 60 min Tomahawk TASM 12
add remove 60 min Tomahawk TLAM 0
TOTAL ON BOARD: 12
SYSTEMS DAMAGE REPAIR TIME
Towed Array operational
Passive Sonar operational
All Torpedo Tubes operational
Propeller Linkage operational
In port in Scotland, at the beginning of the campaign scenario.

It seems we've run into some trouble. Four identified Soviet enemies are converging upon us.

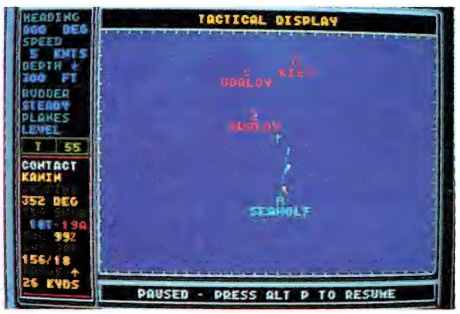
We've launched three torpedoes. One has missed, and the other two are homing.


Russian submarines, pre-positioned in the Atlantic, successfully attack a large America-to-Europe convoy.
Despite these casualties, the NATO fleet is more determined than ever to fight and win.
The story of the war continues.

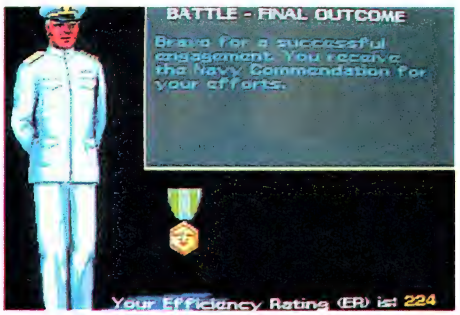
HINT Try as many battle scenarios as possible before moving to the *Red Storm Rising* campaign scenario. This large, complex scenario requires all of your nautical skills. You will have to remember such things as extensive searching and weapons refurbishing. Move to it only when you're completely ready.



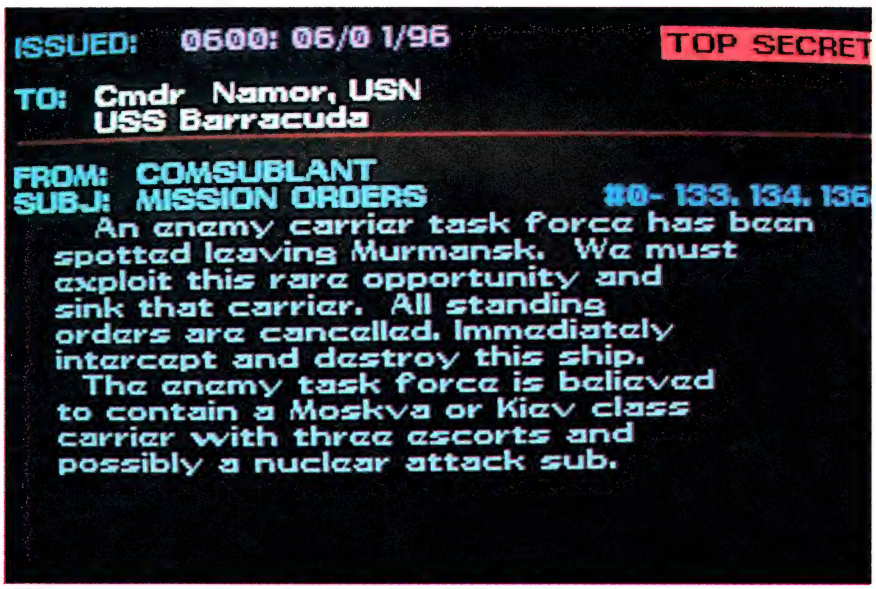
The Weapons Control screen.



We're in the thick of battle against a Soviet Kiev-class aircraft carrier.


BATTLE - FINAL OUTCOME
Bravo for a successful engagement. You receive the Navy Commendation for your efforts.
Your Efficiency Rating (ER) is: 224

You've succeeded. And you've been rewarded!


ISSUED: 0600: 06/0 1/96
TOP SECRET
TO: Cmdr Namor, USN
USS Barracuda
FROM: COMSUBLANT
SUBJ: MISSION ORDERS
An enemy carrier task force has been spotted leaving Murmansk. We must exploit this rare opportunity and sink that carrier. All standing orders are cancelled. Immediately intercept and destroy this ship.
The enemy task force is believed to contain a Moskva or Kiev class carrier with three escorts and possibly a nuclear attack sub.

Here are your orders against a carrier task force.

Hardware requirements: IBM, Tandy, or compatibles; 384K minimum memory; VGA, EGA, MCGA, CGA, or Tandy 16-color graphics; joystick optional.

SEARCH FOR THE TITANIC

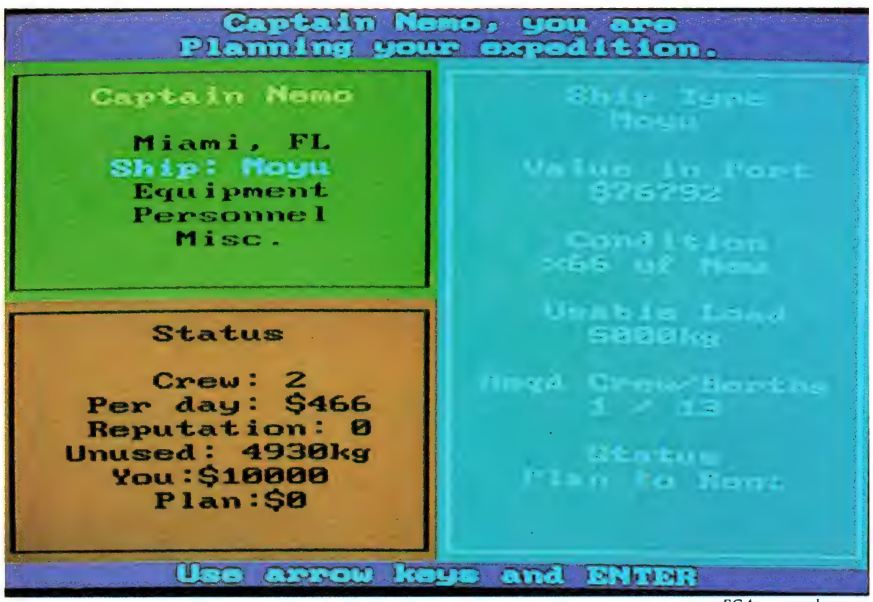
Search for the Titanic lets the player participate in the real-life quest that stirred the imagination of millions. In this beautifully executed simulation you plan, organize, and participate in the search for the ocean liner's underwater grave. You'll experience setbacks, breakdowns, rewards, and the excitement of discovery.

Most people will probably want to jump right into the *Titanic* scenario. Once that's out of your system, though, you'll probably want to start a full-scale game. In the long version, you begin as a neophyte oceanographer with a dream and a modest grubstake of cash, but no experience, no ship, and no crew.

There are 75 shipwrecks all over the Atlantic and the Caribbean to be found and explored. Pick a vessel, hire a crew, and beg, borrow or wheedle the money you need to finance the expedition. Success brings prestige, money, and a shot at the *Titanic*.

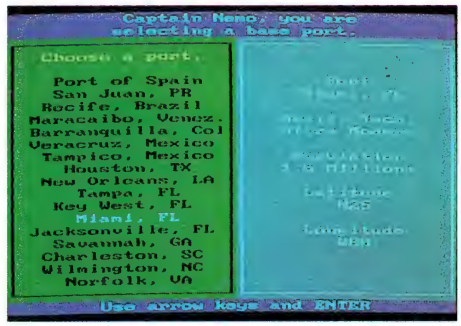
Each scenario has been reviewed — and praised — by the staff of Woods Hole Oceanographic Institution, the people who discovered the *Titanic*.

Capstone

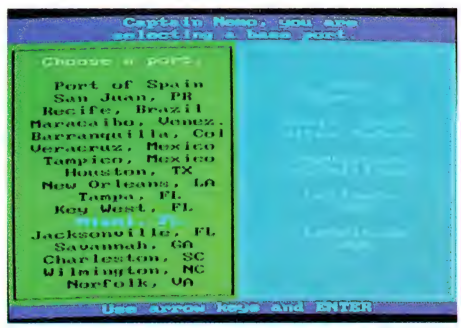


EGA screens shown

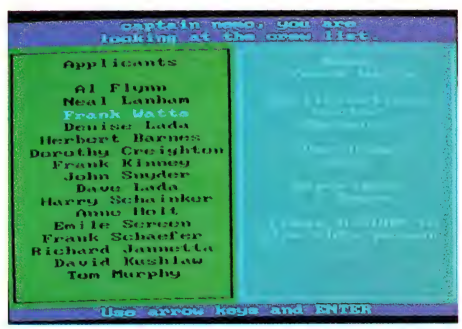
In this game, your "score" is your reputation. To qualify as a *Titanic* hunter, you need to complete about ten successful expeditions.



Your first decision is to choose a home port. Miami is convenient, has excellent repair and support facilities, and is close to several "beginner" wrecks.



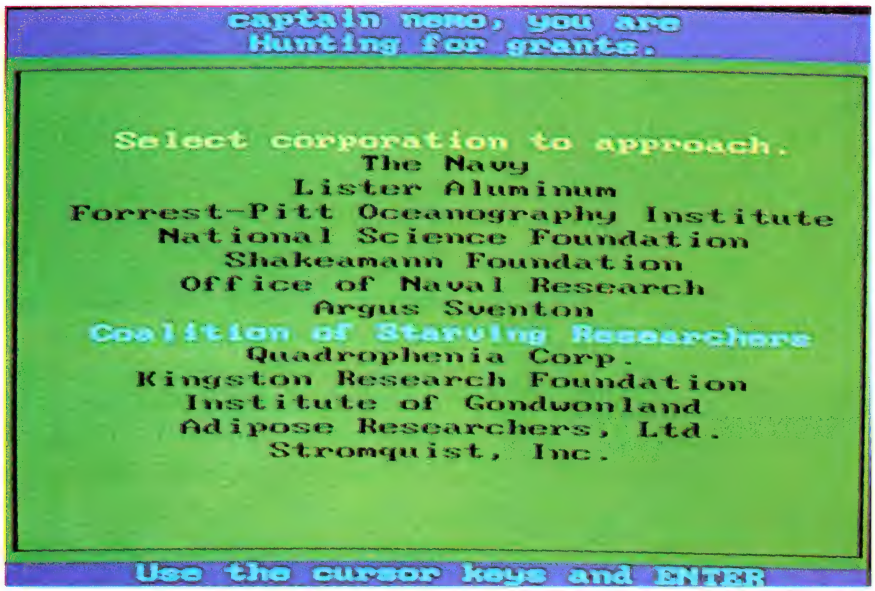
At the start, the only type of ship you can afford is the *Moyu*. Because of its size, it cannot carry deep sonar, so you'll only be able to use it to explore shallow waters.



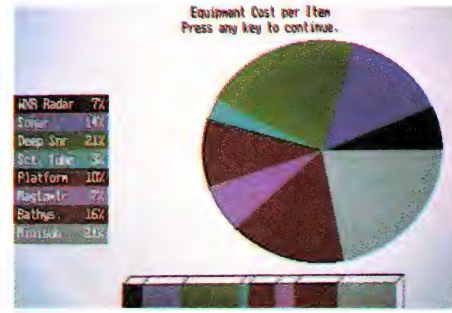
Choose crewpersons shrewdly. On a small, old, ship, and with a tight budget, it's nice to have a doctor who's also a trained mechanic.

HINT Your first expedition can be mounted with the ten grand you're given at the beginning, but you'll need grant money for bigger operations in the future. Your best shot is to match your approach to the funding agency you've targeted — in other words, don't go to the Sierra Club and tell them you want to explore a certain site because there's a zillion barrels of crude oil just underneath some useless shipwreck. If you're not getting financing, alter your approach, plan, or targeted agency.

HINT Port cities are a subtle factor in this game. Data is stored for 47 Atlantic and Caribbean ports. Each port has its own technological level. Always remember that the more sophisticated a piece of equipment is, the less likely it will be that you can replace or repair it in a low-tech port. And if you can't, you'll have to fly in a replacement. By the time you factor in air freight costs, handling charges, and bribes to various local officials, it may cost you $15,000 to replace a $10,000 item.

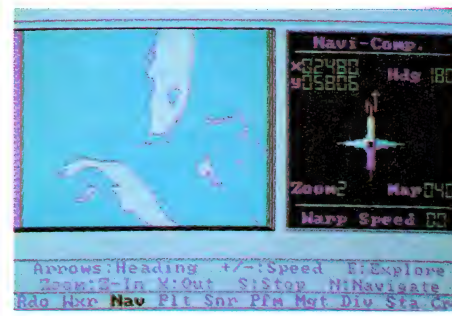


Obtaining grant money is a dicey business. The Coalition of Starving Researchers certainly sounds as though it would be sympathetic to budding oceanographers, but you must use the correct approach.



If you don't submit your expedition plan for evaluation, the safety inspector may not allow you to leave port.

How much food, water, fuel, and spare parts you require is determined by how far away the wreck is and how much fancy equipment you have. Try to take extra amounts of each, in case of bad weather or breakdowns.

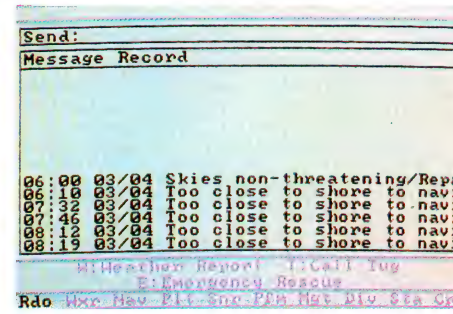


When navigating, always remember that the red zig-zag part of the compass always points north and the rotating top of the compass always points in the direction in which your ship is headed.

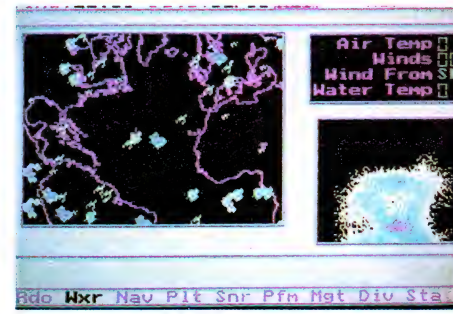
HINT If you're running out of playing time and you're in the final stages of preparation, it is best to save and quit at that point. In a rather uncompromising gesture to realism, the game will *not* let you save once you've left port. Just as in real life, you must either see the thing through or abort it completely.

Each wreck has a set of X and Y coordinates. If your navigation is rusty, you can always steer either north or south until you reach one coordinate, then east or west until you reach the other one.

Bring up the status screen periodically to obtain a complete report on supplies and the ship's condition.


Send:
Message Record
06:00 03/04 Skies non-threatening/Repa
06:10 03/04 Too close to shore to navi
07:32 03/04 Too close to shore to navi
07:46 03/04 Too close to shore to navi
08:12 03/04 Too close to shore to navi
08:19 03/04 Too close to shore to navi
W:Weather Report T:Call Tug
E:Emergency Rescue
Rdo Wxr Nav Plt Snr Pfn Mgt Div Sta Cpy

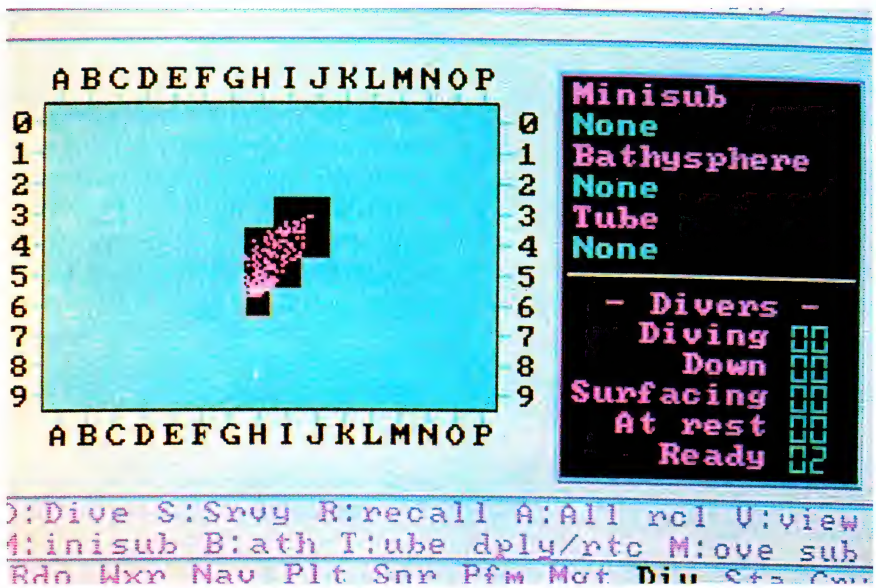
The radio screen shows a log of all messages received; check it for weather updates. In the event of a total breakdown, you can transmit requests for a tug boat or for emergency aid.



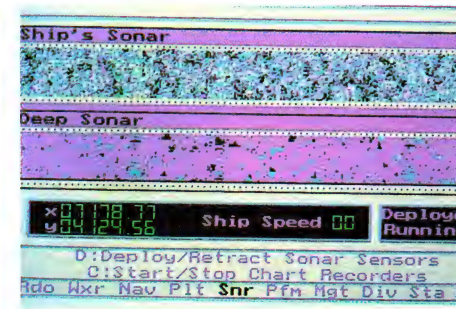
Press "2" to access your weather radar (not available on early expeditions). White indicates light showers, blue means heavy rain, and red means severe conditions.

HINT If you decide to play the *Titanic* scenario first and then go back for the long game, don't expect to go out a second time, and pinpoint the *Titanic's* location with an inspired accuracy that will stun your envious colleagues. The program is set up to randomize the wreck's location, so that the challenge of finding the great ship will remain fresh, game after game.

Once you switch from "navigate" mode to "explore," you cannot switch back without erasing your survey map of the wreck site. Don't do this unless a crewperson is dying or a monster hurricane is bearing down on you.



Use a systematic grid pattern to survey the wreck area. The wreck's outline will appear in magenta, and any objects your diver locates will show up as white dots.

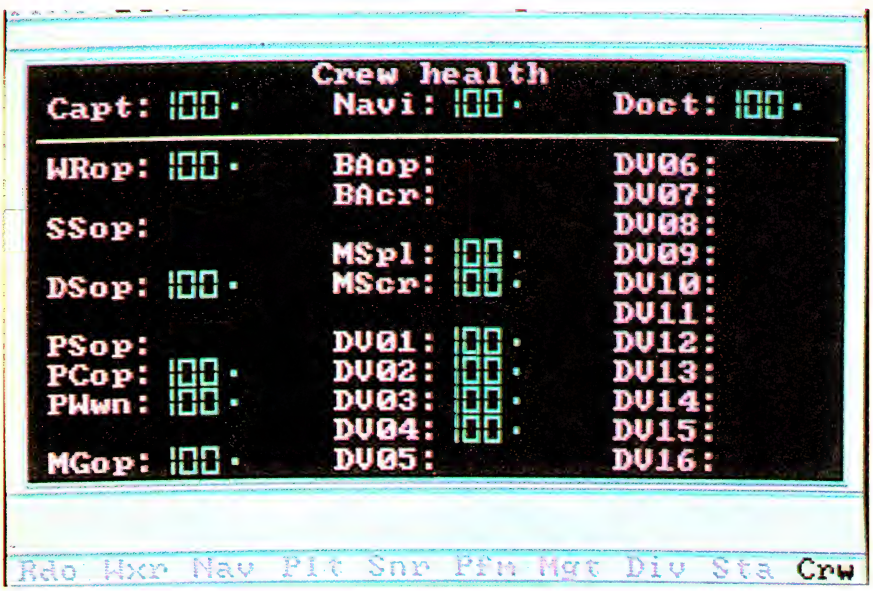


Do not let your ship's speed exceed 4 while your sonar is deployed — excessive speed will put strain on the mountings and cause damage.

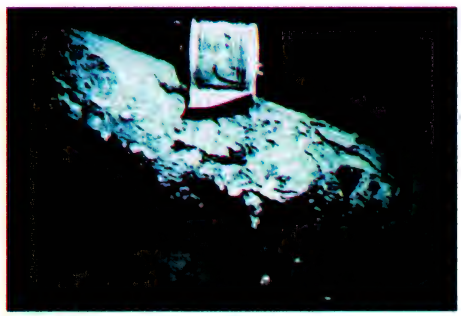
You'll need the platform camera to survey areas deeper than 300 feet. Again, be sure your ship's speed is no greater than 4 or the cables will eventually snap.

HINT All preparations, simple or fancy, lead to the actual dives. Have your divers map the general wreck site by using the "survey" command, then conduct methodical exploration by means of the "dive" command. And don't forget one elementary fact: the same thing that sank the *Titanic* can also sink you — don't be foolish enough to search the North Atlantic in winter.

The magnetometer is very useful for detecting large wrecks. If the squiggly line rises above the red scale-line, you are passing over a large metal object. Of course, it could just be a rock formation.



Check the crew status screen from time to time. Anyone who shows red is moderately ill, anyone who shows white is in need of immediate medical attention.



Use the "view" command to obtain close ups of objects found underwater. Alas, this exciting feature only becomes available on the more advanced expeditions.

Your reward for good planning and diligent exploration: digitized photos of the actual *Titanic*, taken 13,000 feet below the surface. Your investors' reward? Three safes you must locate and retrieve. Good luck.

Hardware requirements: IBM, Tandy, and compatibles; 256K minimum memory; EGA or CGA graphics (VGA disks available).

SPACE QUEST III: THE PIRATES OF PESTULON

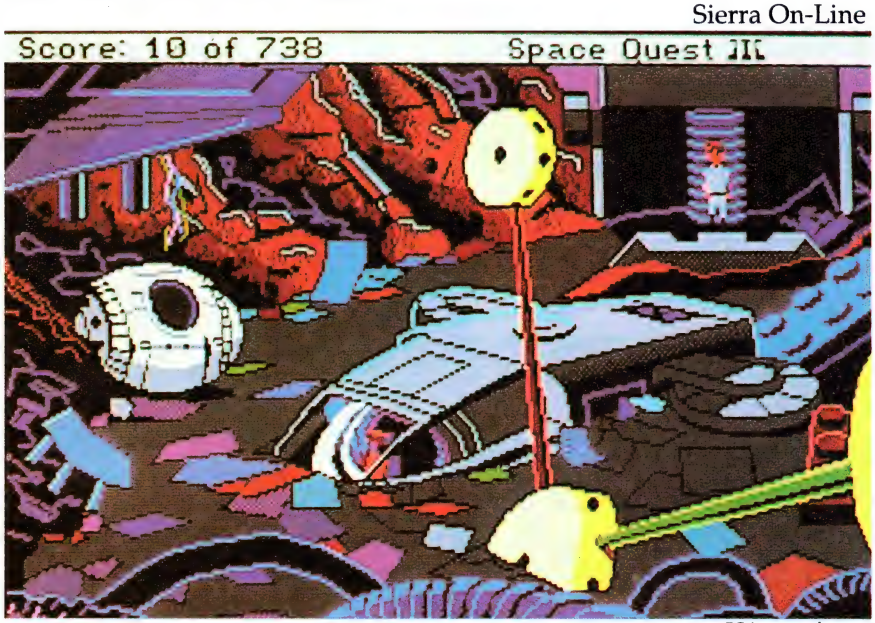
Roger Wilco, galactic custodian, takes off on his third adventure in the highly entertaining *Space Quest III: The Pirates of Pestulon*. Sierra's interactive games (including *Gold Rush!*; the *King's Quest*, *Police Quest*, and *Space Quest* series) boast top-notch graphics and an involving — if unlikely — plot.

At the conclusion of *Space Quest II*, Roger's ship crashed into a junk freighter. As the *Pirates of Pestulon* starts, Roger must search the freighter for a ship to fix up before he can escape.

His new space adventures take him to planet Phleebhut, where he trades with the natives and is almost ground into Salisbury steak by the Terminator. He risks intergalactic indigestion with the cuisine at Monolith Burgers, where he also drops a few buckazoids into the universe's favorite video game, Astro Chicken. And Roger goes to Pestulon, where he tries to rescue the Two Guys from Andromeda, game designers extraordinaire.

Interactive game lovers won't be disappointed by *Space Quest III*. Arcade fans will also be pleasantly surprised by the video game Astro Chicken; by the robot slaughter Nuke 'em, Duke 'em; and by the space ship shoot-em-up that ends the game.

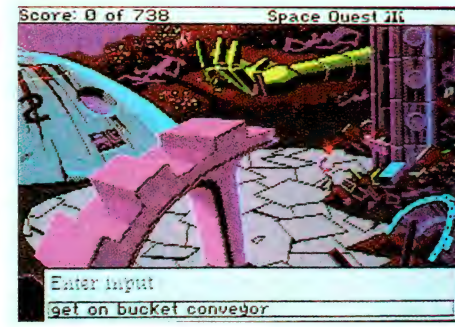
Sierra On-Line



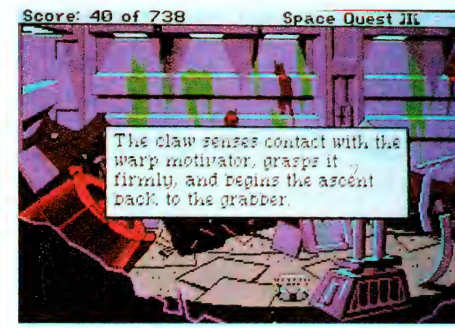
EGA screens shown

Don't bother checking out the assorted flying saucers and crushed space modules on the freighter. What you're looking for is a sleek, modern model. Something, maybe, that only needs a little fixing up.

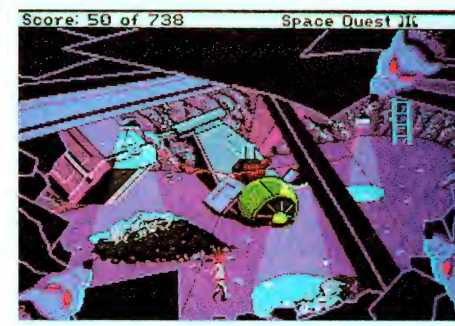
HINT You'll never be able to get your pod working again, so spend your time on the junk freighter finding and repairing a new ship. The only supplies you'll need are the warp motivator, the reactor, and a piece of wire. Blasting off is a breeze — unless you've forgotten to turn on your radar (to maneuver in the small room), or your front shield (to protect your ship as you blow a hole in the freighter to escape).



The only way to get to the second level of the junk freighter is to climb aboard the bucket conveyor. But be ready to stand and jump fast because the bucket will dump you all too close to a shredder. Not a pretty sight.

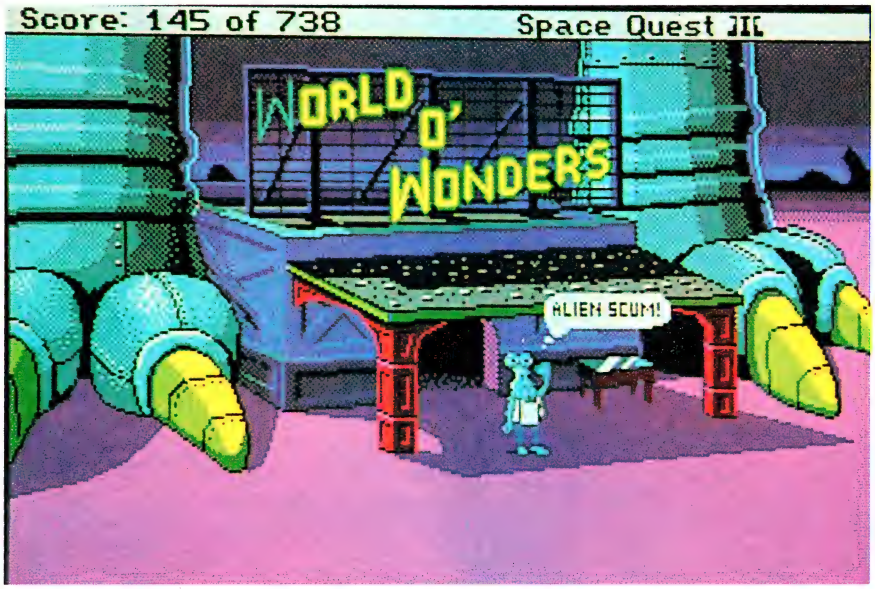

Score: 40 of 738
Space Quest III
The claw senses contact with the warp motivator, grasps it firmly, and begins the ascent back to the grabber.

If you've mapped the first level of the junk freighter, you'll have an easier time on the second level. You'll have to find the room with your pod and use the grabber's claw to pick up the dense warp motivator.

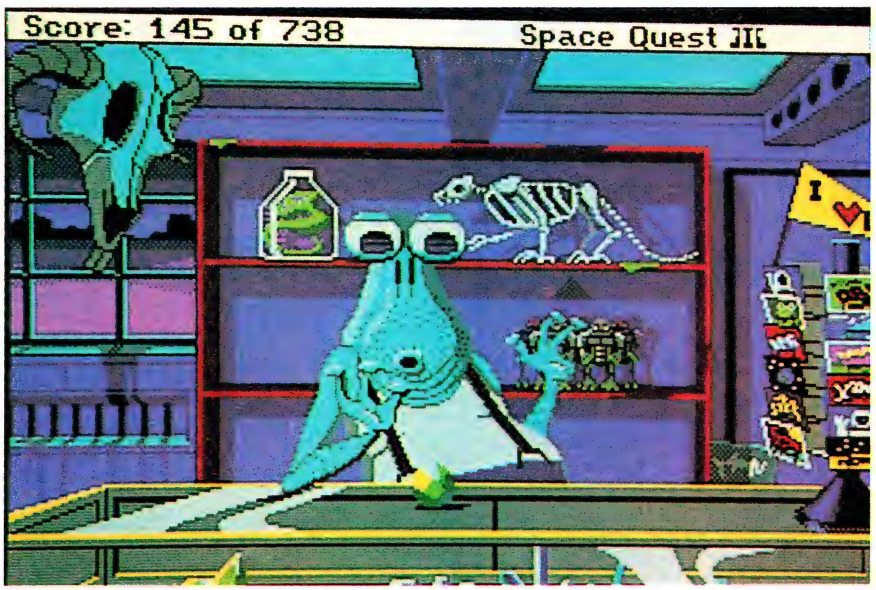


You don't really have to worry about rats attacking you (at least, in *this* room) while you search for the reactor. The exit is to the right over by the ladder. Climb up, then pull the ladder up behind you.

HINT Once you've reduced the Terminator to so much scrap metal, don't leave Mog without grabbing his invisibility belt. But don't get too close to him. Use the orat on a stick to hook the belt. As cool as it is to be invisible, don't try the belt out. The power is *very* low, and you'll need every bit of that power later in the game.



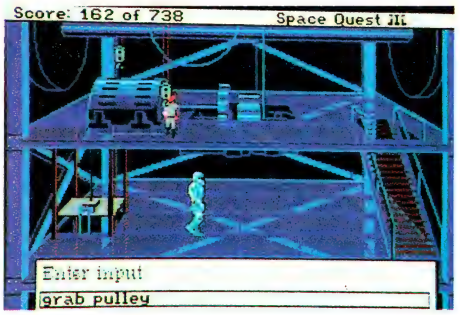
Once you've left the freighter, you're not going to get far without money. Head over to the planet Phleebhut. There's a guy there who trades with all the weird aliens in the universe.



Fester will be glad to buy your gem for 350 buckazoids. Take a look at what he's got to sell. You'll need the orat on a stick and the underwear, but don't hurt his feelings by refusing to buy the Astro Chicken hat.

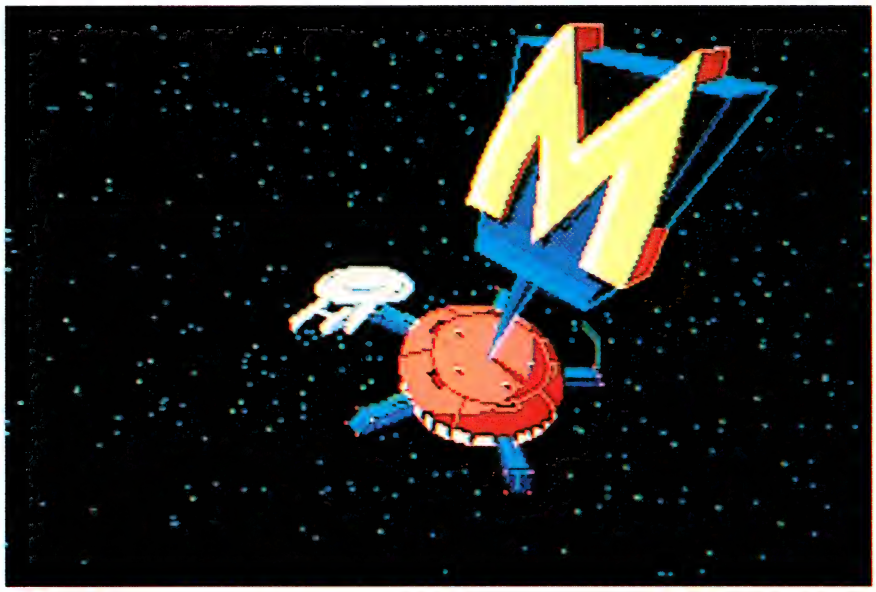
Score: 162 of 738
Space Quest III
SOOO... THIS IS ROGER WILCO, THE MAN I HAVE BEEN SENT ACROSS THE UNIVERSE TO TRACK DOWN AND TERMINATE. I AM NOT IMPRESSED. YOU WERE TOO EASY TO FIND. YOU TEND TO LEAVE A MESS WHEREVER YOU GO.

The Terminator will grab you right after you leave the World of Wonders. This is *definitely* a good place to save your game. You'll also want to adjust the speed option so you can run for Mog as fast as you can.

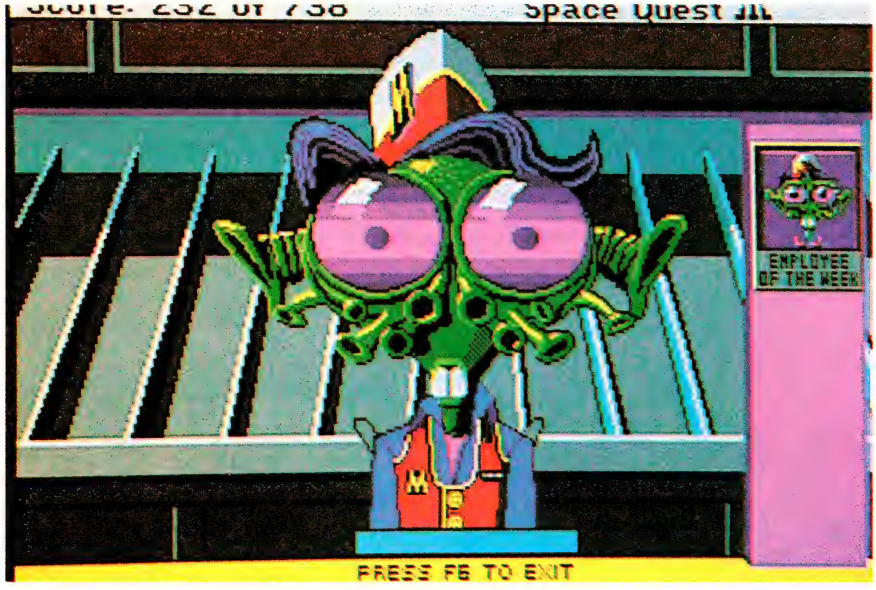


Get into position near one of the two pulleys inside Mog and wait for the Terminator to appear. Don't grab the pulley or swing it until he's close, then let it rip. The Terminator will be recycled in the machinery wheels.

HINT There aren't any random deaths on Ortega, as there were with Phleebhut's scorpizoids. However, you do have to watch your step or you'll end up a permanent, fried piece of the lava landscape. When the generator starts self-destructing, there will be gigantic earthquakes, and parts of the planet will disintegrate. If you get caught on one side of a wide chasm, cast your mind back to your days on the track team and pull out your handy pole.

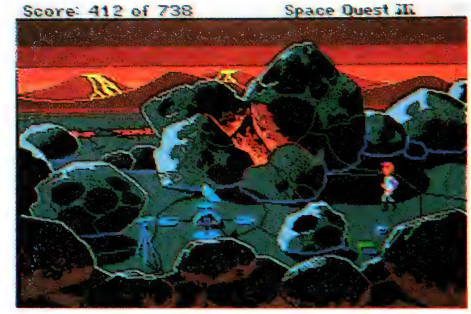


All that fighting on Phleebhut has given you an appetite. Grab some nosh at Monolith Burgers. You know they have good food (at least for this part of the galaxy) because as you pull up, the starship *Enterprise* is just pulling away.



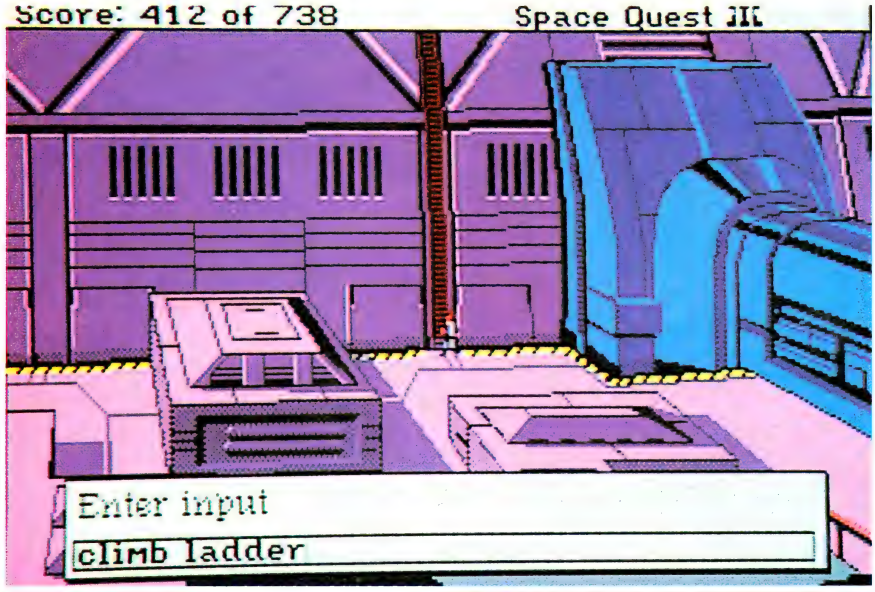
Look at the menu carefully before you order. You have unlimited funds, so price isn't a concern. However, you need a meal with a little something extra — like a prize, for example. Then give the nice lady your order.

You should spend a lot of time playing Astro Chicken. Once you've landed enough fowl, you'll get a secret message that's vital to the plot of the game. Slow down the game speed to make landing the chickens easier.

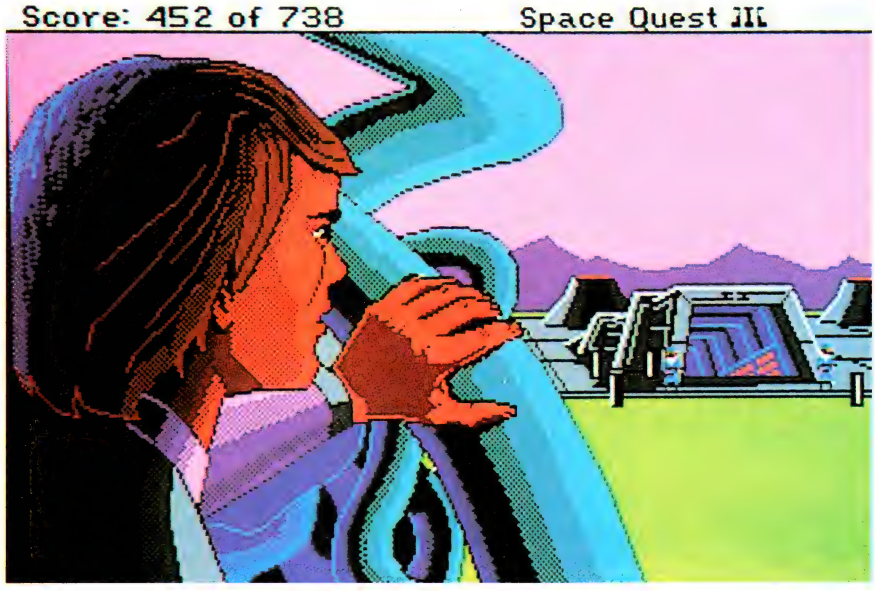


As you explore Ortega (Are you wearing your thermal underwear?), you'll run across a surveyor's site. Wait for the workmen to leave, then pick up a pole and a detonator. Take a peek through the telescope as well.

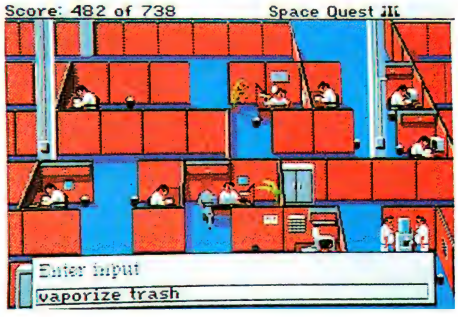
HINT You don't have time to explore Pestulon. Enter the base quickly and take the elevator to a corridor with two doors on each side. On the left is the elevator and the closet where you'll find the janitor's disguise. On the right is the accounting department and the holding cell for the Two Guys (it has a identification scanner outside the door). The accounting department is more tedious than complicated. Just make sure you go into the office in the upper right corner, and the photocopying area in the lower right.



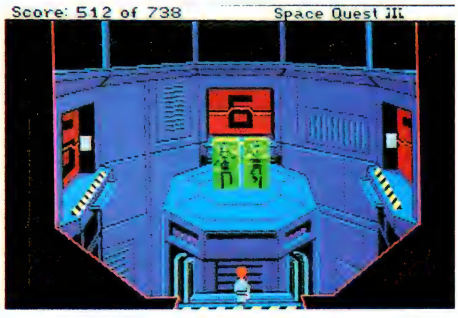
Climb the ladder to the top of the generator, then drop in your detonator. You've only got a few minutes to get back to your ship, so remember the quickest route.



By the time you reach the base on Pestulon, the pirates have already been alerted about your arrival. With guards posted at the doors, it would take *an invisible man* to get through the entrance.

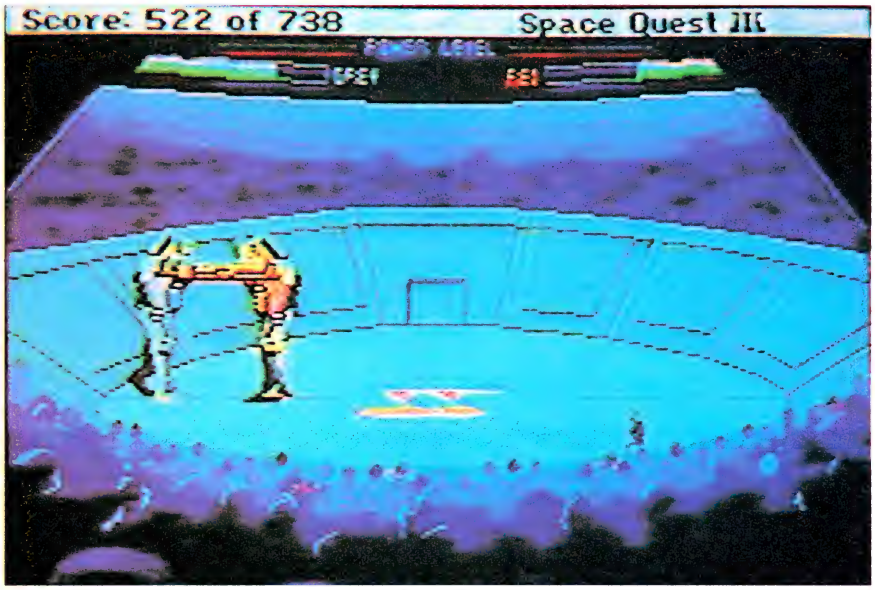


In your disguise as a space janitor, you should destroy all the trash with your vapor gun. The accounting department is huge, but you can't pass by any trash cans, or you'll blow your cover.

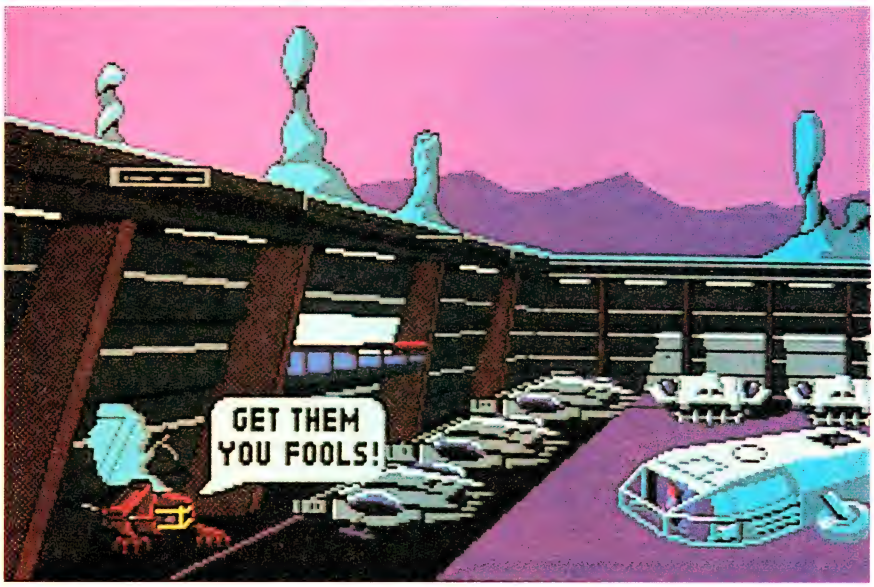


With the keycard and photo you've found, you'll be able to get past the scanner and into the cell of the Two Guys from Andromeda. Use your vapor gun to let them out of their imprisoning towers of lime jello.

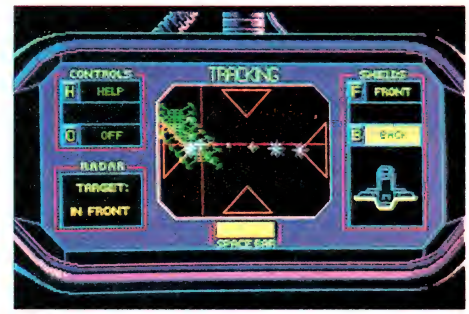
HINT In Nuke 'em, Duke 'em, it's best to stand still and let Elmo's robot come toward you, rather than meeting in the middle of the arena. If you're playing with a keyboard, there's a time lag between when you push the J or M key (to punch or block) and then see the moves on screen. Adjust your timing to make allowances. Remember that throwing a punch uses energy whether it lands or not. Don't punch blindly.



Just when you think you've won *Space Quest*, you'll get captured and end up in a game of Nuke 'em, Duke 'em. You and Elmo will be at the controls of giant robots. Your goal is the total destruction of Elmo's robot.



Once you've defeated Elmo's robot, the computer will take over your escape from the arena and blast off from Pestulon. Don't breathe too easily, though, because the game's not over yet.



You're followed by Pestulon ships that are trying to blast you into space particles. The minute a plane drops from your screen, switch from front to back shield (or from back to front). You'll have to destroy five ships.

The computer finishes the adventure after you've defeated the spaceships. After landing on a suspiciously earth-like planet, Roger will find himself without a job and looking for another adventure.

Hardware requirements: IBM, Tandy, and compatibles; 512K minimum memory; VGA, EGA, MCGA, CGA, Tandy 16-color, or Hercules graphics; joystick or mouse optional; supports Roland MT-32, Ad Lib, or IBM music cards.

UNIVERSAL MILITARY SIMULATOR: CIVIL WAR AND VIETNAM SCENARIOS

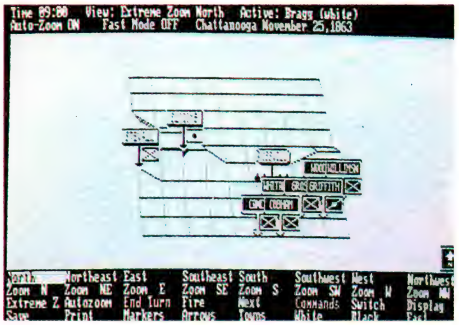
When it first appeared in late 1987, *Universal Military Simulator* was hailed as the finest war-gaming program devised for personal computers. Powerful and flexible, it permitted you to re-fight several crucial historic engagements (Waterloo, Gettysburg, and so on) with you commanding either or both sides. While not a new idea, *UMS* had style and believability, plus it fulfilled armchair generals' fantasies.

UMS has been updated by two new scenario disks: *The Civil War* (Chattanooga, Antietam, and Shiloh) and *Vietnam* (battles in the Central Highlands against North Vietnamese regulars). These are *data disks* only — the original *UMS* is needed to run them.

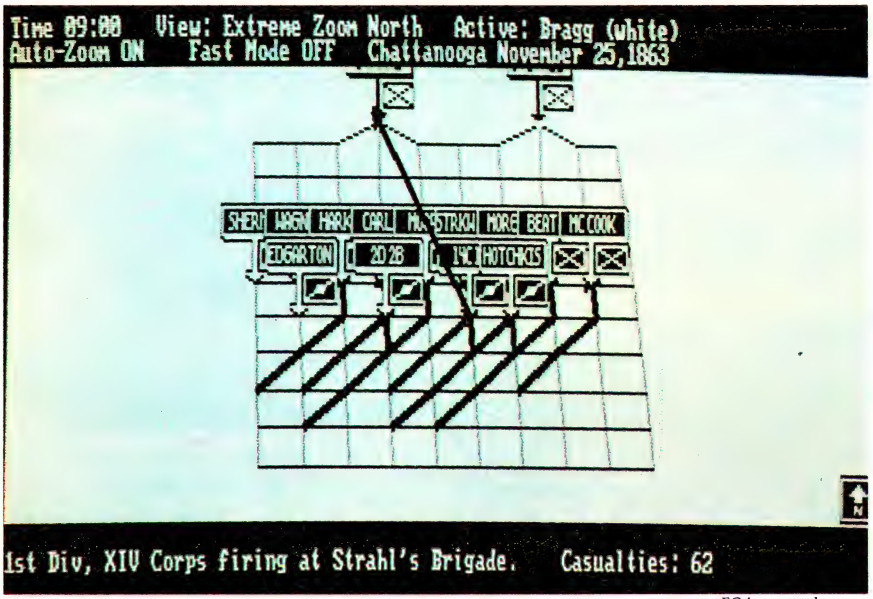
The Vietnam scenarios contain long-range artillery and air support units. They are fought on a down-in-the-mud tactical level — squad against squad, the with the action unfolding in brief, tense increments of time. These are the first pre-programmed *UMS* scenarios to incorporate these features.

Anyone who enjoyed the original *UMS* will surely want to acquire these meticulously researched updates.

MicroProse UK

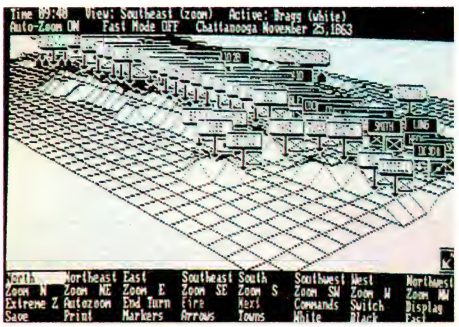


In the Chattanooga scenario, the rebel flanks, especially the left, are vulnerable at the start. Reinforce them quickly from units in the center.

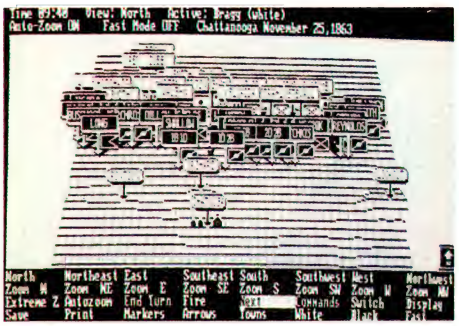

Time 09:00 View: Extreme Zoom North Active: Bragg (white)
Auto-Zoom ON Fast Mode OFF Chattanooga November 25,1863
1st Div, XIV Corps firing at Strahl's Brigade. Casualties: 62

EGA screens shown

Muzzle-loading artillery can be murderous, and the Union side always seems to have so much more of it. The Confederate player should expect galling losses until the range closes.



The zoom mode gives you powers of observation that real generals can only dream about — use these viewing options frequently to plan your tactics.

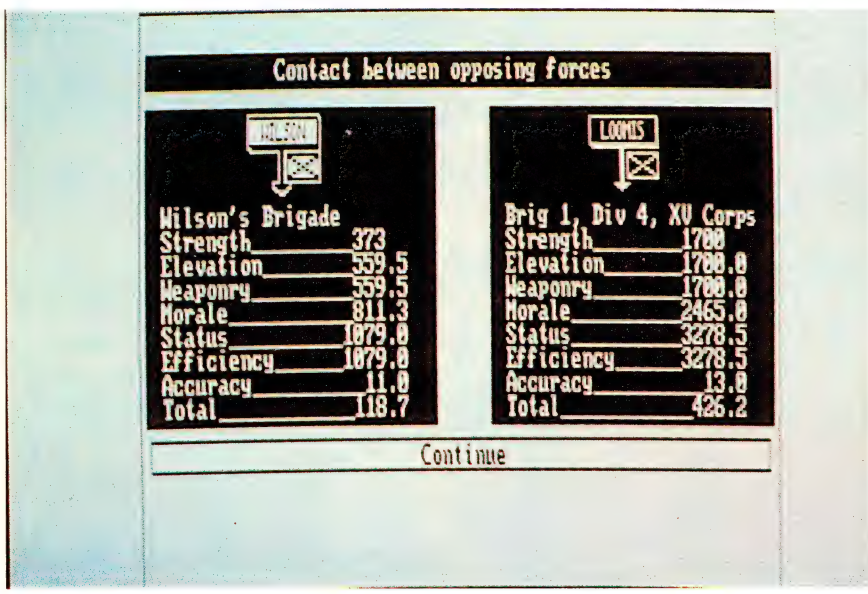


The computer simulate's each general's style with remarkable accuracy. Here, General Grant is trying a double envelopment of Bragg's army.

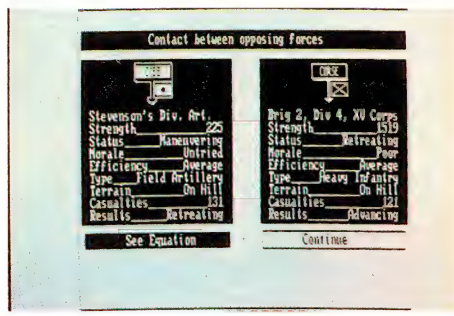
HINT

The Vietnam scenarios contain a number of instructive subtleties. In jungle conditions, for instance, you may find that the North Vietnamese mortars — well hidden and registered with pinpoint accuracy — actually do more damage than the lavish high-tech firepower available to the American side. This can be very frustrating ... just as it was in reality.

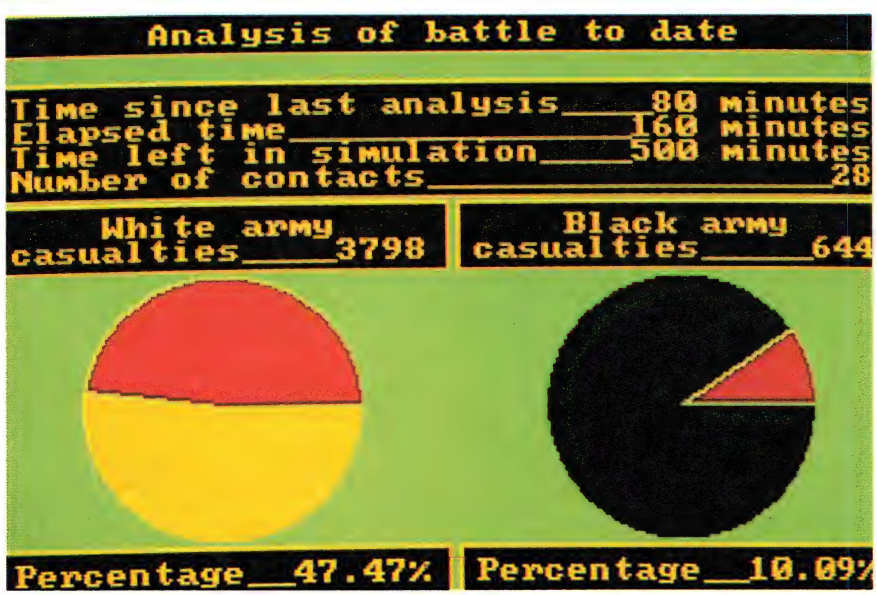
HINT Some players may find that Civil War artillery seems almost *too* lethal. In some simulations, Yankee artillery superiority kills so many rebels than the game is all but decided before the two sides really grapple. If this bothers you, go into the editing program and change the default accuracy factor for ranged weapons ... or just add more cannon to the Confederate side to even things up.



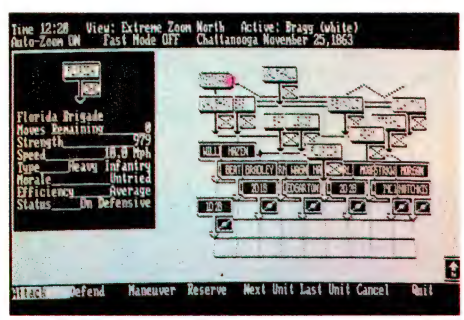
Battle results are determined by the computer on the basis of seven factors. You do not have to view this information each time there is a contact, but it's always available.



Normally, combat results are displayed this way. Pay attention to "morale." A unit with poor morale should be pulled out of line and put into reserve as soon as possible.

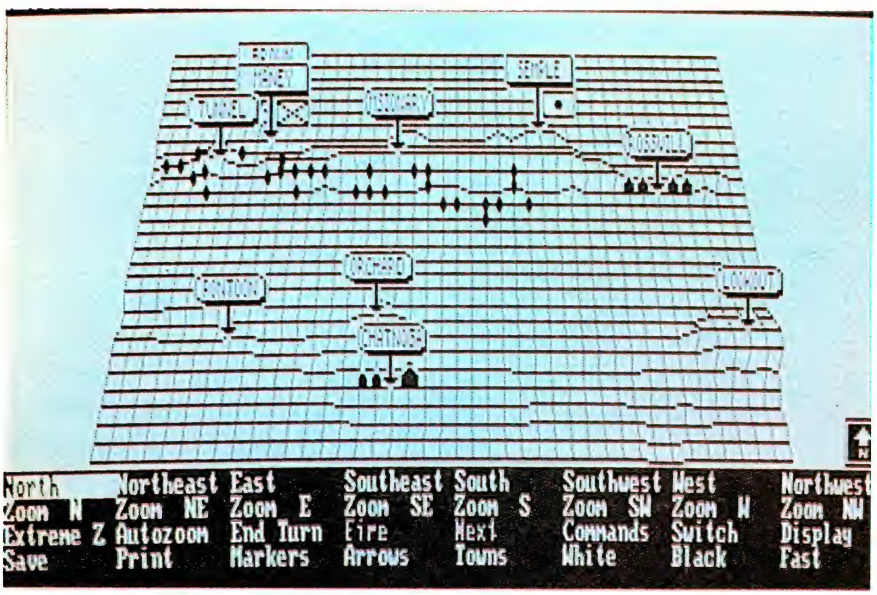

Analysis of battle to date
Time since last analysis 80 minutes
Elapsed time 160 minutes
Time left in simulation 500 minutes
Number of contacts 28
White army casualties 3798
Black army casualties 644
Percentage 47.47%
Percentage 10.09%

After each phase of movement and combat, you'll see a graphic analysis of the entire battle up to that point.

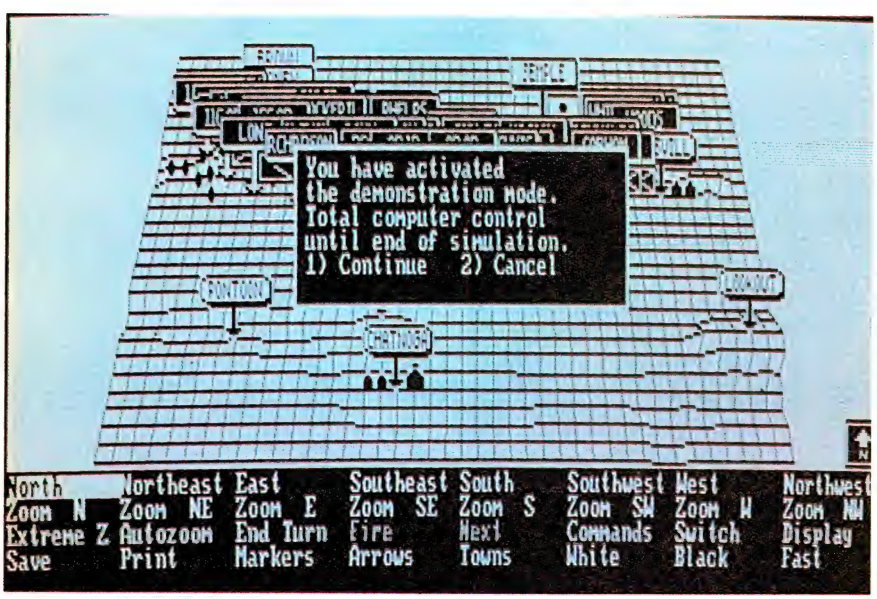

Time 12:20 View: Extreme Zoom North Active: Bragg (White)
Auto-Zoom ON Fast Mode OFF Chattanooga November 25, 1863
Florida Brigade
Moves Remaining 0
Strength 979
Speed 10.0 Mph
Type Heavy Infantry
Morale Untried
Efficiency Average
Status On Defensive
Attack Defend Maneuver Reserve Next Unit Last Unit Cancel Quit

In the command mode, you issue orders to each unit in turn. If you change your mind, use "last unit" to back up through as many units as you like.

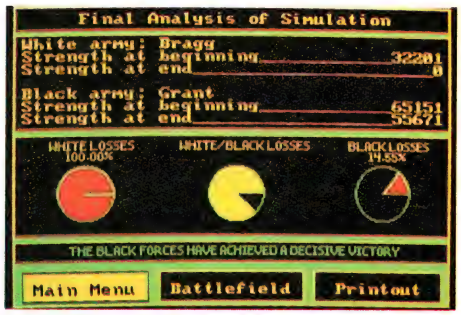
HINT The new scenario disks open up some intriguing possibilities for acting-out historical might-have-beens. What if Lee, instead of the incompetent Braxton Bragg, had been in command at Chattanooga? What if the French had enjoyed the same kind of air support at Dien Bien Phu as the Americans did 15 years later? You can easily program these and hundreds of similar possibilities, thanks to the *UMS* system's flexibility.


North Northeast East Southeast South Southwest West Northwest
Zoom N Zoom NE Zoom E Zoom SE Zoom S Zoom SW Zoom W Zoom NW
Extreme Z Autozoom End Turn Fire Next Commands Switch Display
Save Print Markers Arrows Towns White Black Fast

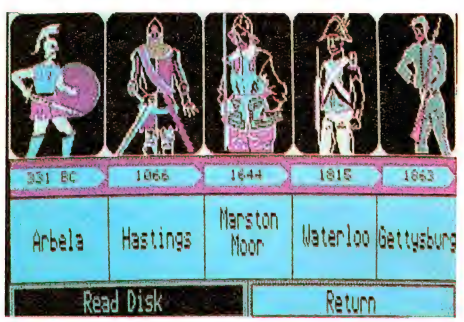
The bottom row of menu options is mostly toggles. For purposes of study, you can remove and replace all the symbols on the screen, as desired.


You have activated
the demonstration mode.
Total computer control
until end of simulation.
1) Continue 2) Cancel
North Northeast East Southeast South Southwest West Northwest
Zoom N Zoom NE Zoom E Zoom SE Zoom S Zoom SW Zoom W Zoom NW
Extreme Z Autozoom End Turn Fire Next Commands Switch Display
Save Print Markers Arrows Towns White Black Fast

At any time, in any simulation (including the custom ones), you can press "control D" and the computer will take over, playing both sides until the battle is finished.

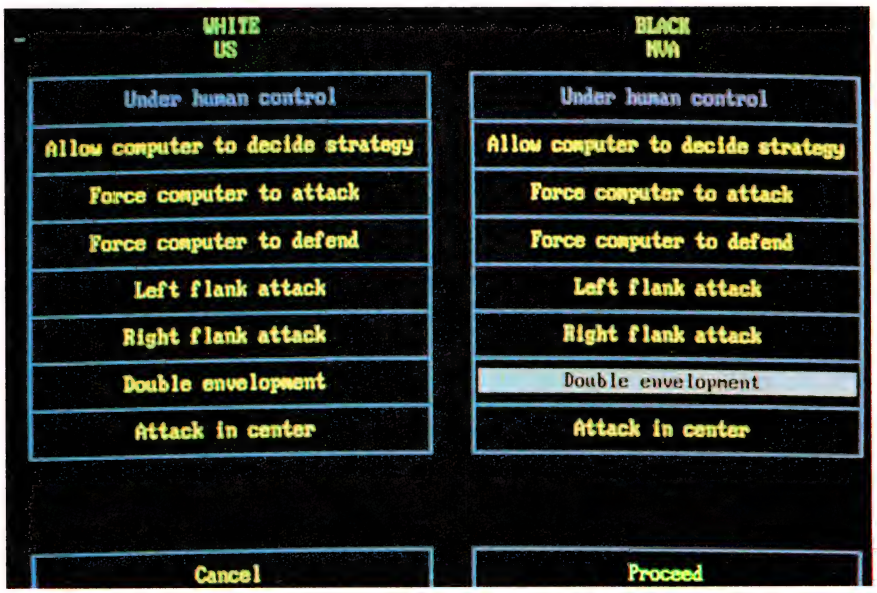


The final analysis sums up the entire battle. If you wish, you can print this and save it as a permanent record of your victories and defeats.

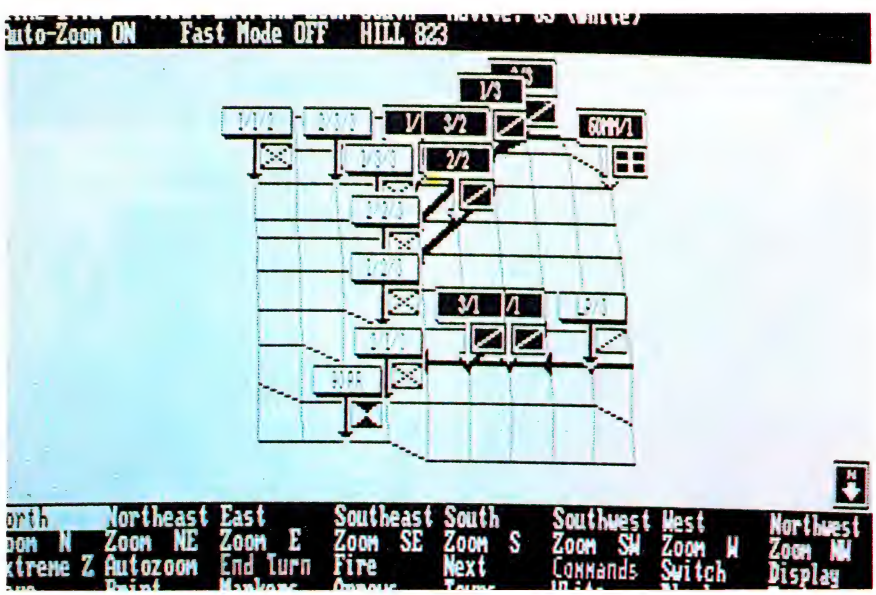


To access the two new scenarios, select "read disk" from the main menu.

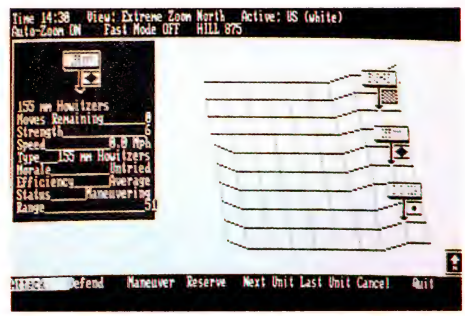
HINT You can create air units — tactical or strategic — by creating "wildcard" units and defining their range as "51 grid points" (which means the entire map). Then you can call air strikes down on any enemy unit you can see.



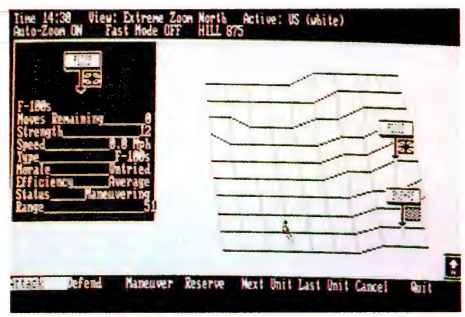
On the battle logic screen, you select the degree of computer involvement. Choosing generic commands ("left flank attack" and so on) lets you nudge the computer in a general direction.



Because the Vietnam scenarios are on a less massive scale than the other *UMS* battles, the "extreme zoom" mode gives you an intimate, almost squad-by-squad view of the action.

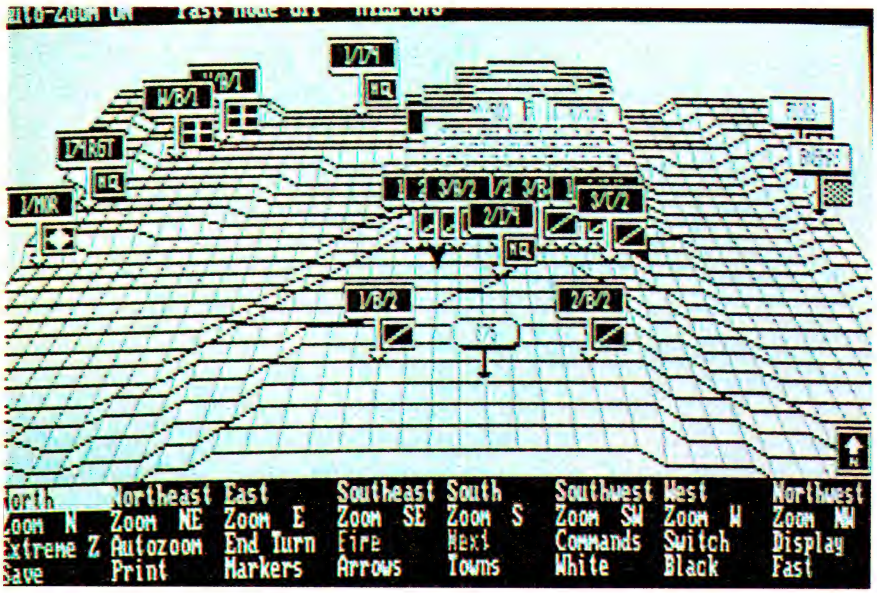


Modern artillery is introduced into the *UMS* program via the Vietnam scenarios. Most of the time, you'll have to scroll the screen in order to call down a fire mission, due to the long ranges involved.

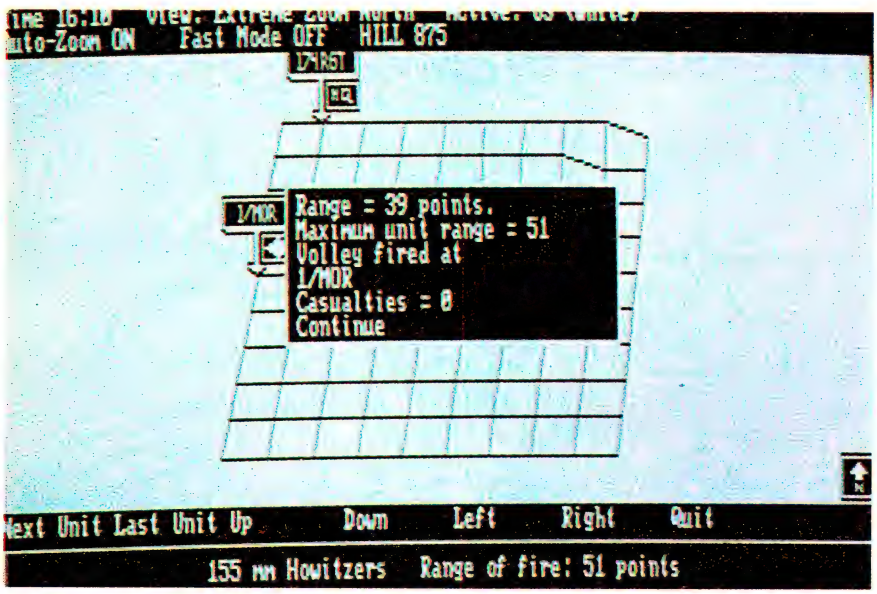


You can also call in air strikes, anywhere on the map. You may be disappointed in their effectiveness, however, when the enemy is under cover.

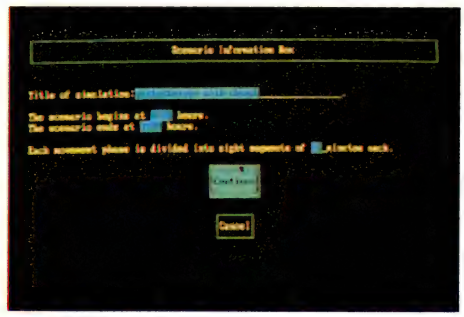
HINT In all *UMS* scenarios, you issue commands and allocate fire support, and then hope for the best. Once a combat or movement phase has begun, you cannot interrupt the computer's control. Just as in real life, a commander can only do so much to influence the events on the battlefield. Both new scenarios come with detailed historical handbooks. Reading them will help you get more from the games, as well as provide some sound tactical advice.


Northeast East Southeast South Southwest West Northwest
Zoom NE Zoom E Zoom SE Zoom S Zoom SW Zoom W Zoom NW
Autozoom End Turn Fire Next Commands Switch Display
Print Markers Arrows Towns White Black Fast

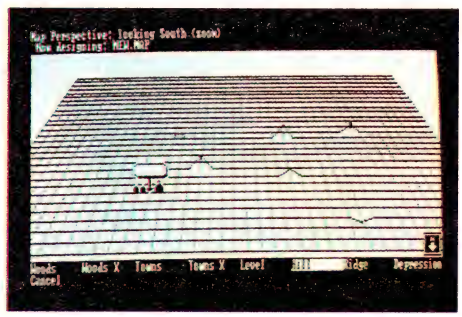
The battle of Hill 875 pits U.S. fire power against North Vietnamese zeal and infiltration skills. The Americans *can* be overrun. Play both sides and get new insight into the tactics of the Vietnam War.



Infantry clashes are at such close range in some of the Vietnam scenarios that you'll have to pick and choose your targets for fire support very carefully.



When you've exhausted the programmed scenarios, *UMS* lets you create and save new ones. Customize a real battle or create one from scratch.



Use the powerful map generating program to create customized terrain. Maps can be printed, too, if desired.

Hardware requirements: IBM, Tandy, and compatibles; 512K minimum memory; EGA or CGA graphics.

WAR IN MIDDLE EARTH

The Lord of the Rings by J.R.R. Tolkien, is the most important fantasy novel of the 20th century, bar none. Attempts to translate Tolkien's great work into games have been spotty. And — until now — no one has ever tried to simulate the entire War of the Ring in computer form.

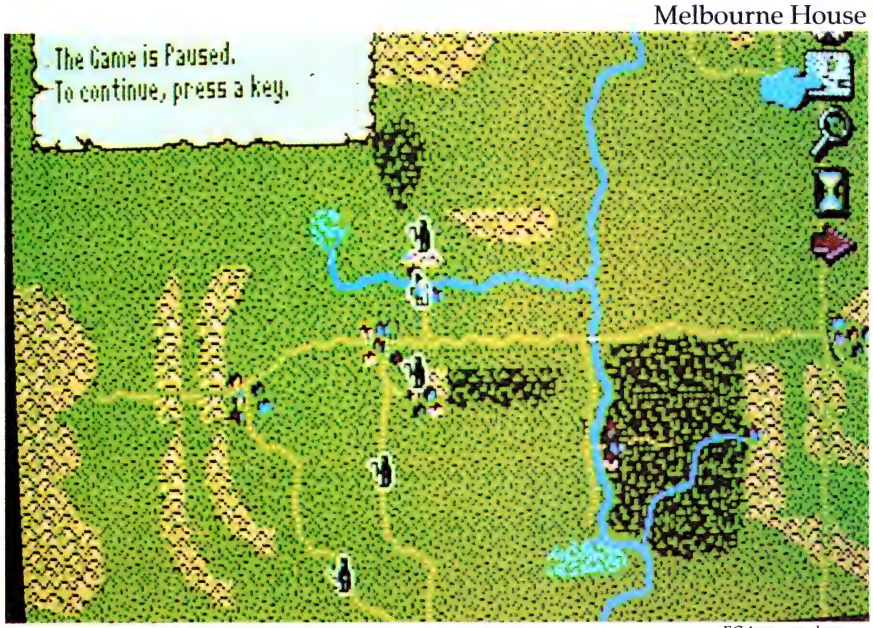
War in Middle Earth attempts a complete re-creation of Frodo's quest to destroy the One Ring. Played on a full map of Middle Earth, any town or point of interest is accessible, and all attractions are effectively rendered.

You control not only the party with the Ring (it doesn't have to be Frodo or Gandalf), but other warriors as well. You can send the characters anywhere, and intervene only in battle, or when the characters need to use or pick up something.

However, sometimes control seems ineffective; other times, control seems to do too much. The MCGA/VGA version of *Middle Earth* contains bugs at the animation level, and some important events in the book are not re-created in the game. Even so, a nodding acquaintance with *The Lord of the Rings* seems essential to win the game. Yet despite its quirks, *Middle Earth* could well become *the* classic Tolkien game.

The beautiful strategic map of Middle Earth. Characters appear as tiny dots, here just north of the words "The Shire." on the left side of the screen. From this screen you can save or load games.

Melbourne House



EGA screens shown

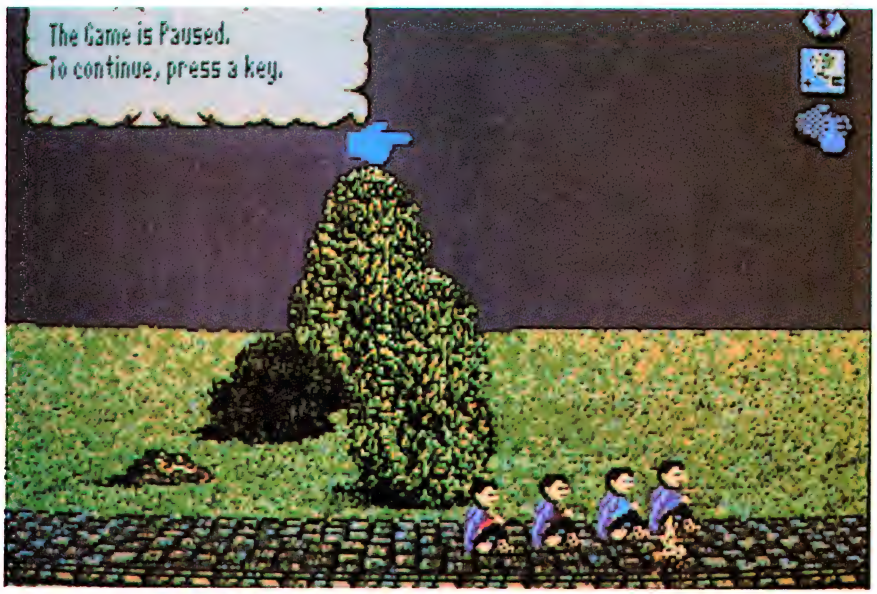
As the game starts, Frodo, Sam, and Pippin evade the Nazgul on their way to Buckland. Frodo is visible just south of the topmost Nazgul, who appears as a black, ugly figure.

As Frodo and company approach Buckland, eight of the nine Nazgul are visible. The hand points towards Frodo. The westernmost Nazgul is the Nazgul Lord. Frodo's task is to evade the Nazugl and head for the town of Bree.

HINT Most of the game is played on the Campaign level. Towards the later portions, slow the speed to Normal and scroll around the map looking for forces to command. The Rohirrim and the Elves must not be forgotten, even though many will make their way towards Minas Tirith automatically.

Frodo, Sam, Merry, and Pippin meet Tom Bombadil. A dagger lies on the ground for Frodo to take. He can do so by walking towards it and clicking on the bottom icon.

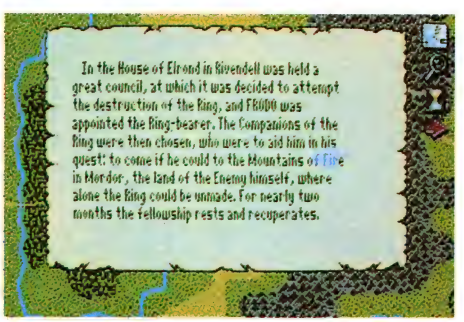
HINT It's not necessary to split the fellowship into several parts, as happens in the book. A nine-member fellowship, however (especially when accompanied by cavalry and infantry), won't be able to slip past the Mordor guard. Sending Frodo and Sam off by themselves is often the best idea.



The four hobbits camp at night near Bree. While camping, the party will rarely be attacked, but it wastes precious time. Unfortunately, there is no way to break camp and speed them on their way.

In the Barrow-Downs, the party is attacked by an undead wight. In the book, Frodo survived this battle, but in the game he will only do so some of the tiem. Here, Bombadil will not come to his rescue.

Aragorn leads the depleted party against a Nazgul. Without Aragorn, the hobbits would lose this battle. With the Ranger present, and with only one Nazgul to face, the battle will almost certainly be won.


In the House of Elrond in Rivendell was held a great council, at which it was decided to attempt the destruction of the Ring, and FRODO was appointed the Ring-bearer. The Companions of the Ring were then chosen, who were to aid him in his quest: to come if he could to the Mountains of Fire in Mordor, the land of the Enemy himself, where alone the Ring could be unmade. For nearly two months the fellowship rests and recuperates.

In the book, the council meeting of the House of Elrond took several pages. *War in Middle Earth* summerizes the meeting in a text screen. There aren't many summaries in the game, however, so knowledge of the book helps.

HINT If hobbits find themselves in combat, select "withdraw" for all of them. Simply put, they won't help you much, even if one of them has an Elven blade. Aragorn on his own is as good in combat as Aragorn with four hobbits.

Led by Gandalf, the Fellowship leaves Rivendell. The route they take from here is up to you. The Mones of Moria, which they choose in the book, is not the only way toweard Mordor.

The party meets Galadriel at Lorien. Objects on the ground await Gandalf's retrieval. Listen, first, to what Galadriel has to say. All characters provide valuable clues.

The company joins with Eomer and the Riders of Rohan. Once they join, you can command Eomer's forces. use them cleverly because the black forces will soon move to battle.

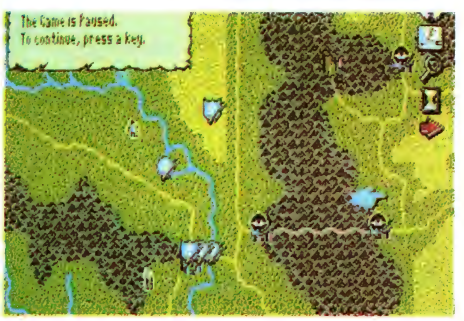
Gimli meets Treebeard in the Fangorn Forest. In this case, Gimli has split from the rest of the party to do some necessary exploring. Meeting the Ent is an unexpected reward.

HINT Don't forget that you have *all* of Middle Earth to worry about, and that Gandalf on his own moves *extremely* quickly. As in the book, send Gandalf to muster the Riders of Rohan, perhaps even the Elves near the southern sea.

Gandalf and Eomer meet with Erkenbrand of Rohan. Joined together, the Rohirrim are becoming a respectable force. Your task is to command them properly.

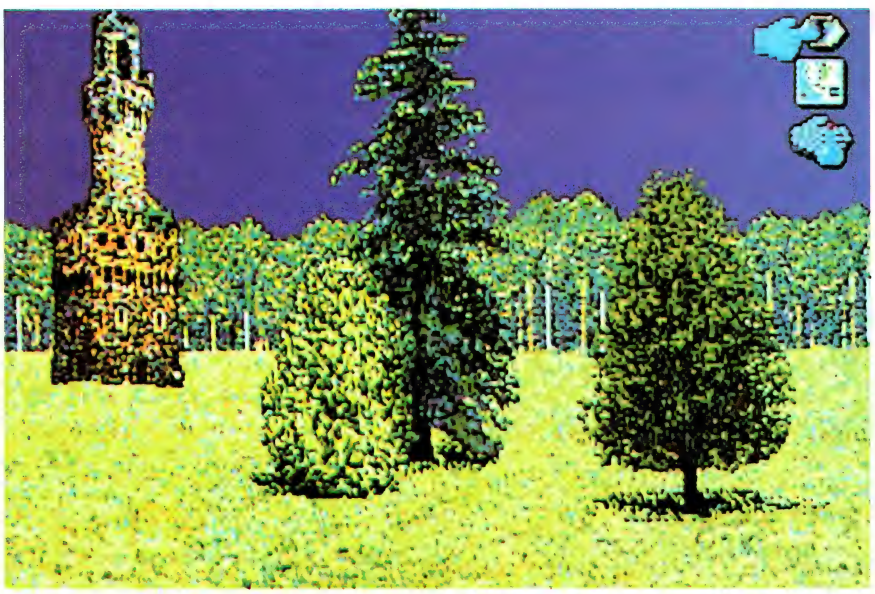
At Edoras, the party splits into three. Frodo and Sam head for Mordor, while Aragorn leaves for Dol Amroth. Splitting the party isn't necessary, but as part of a group, Frodo loses all possible stealth.

Denethor stands with the warriors of Gondor outside the walls of Minas Tirith. These forces, too, are under your command. Send them out to attack the orcs and the Nazgul, or leave them nearby preparing for Sauron's attack.



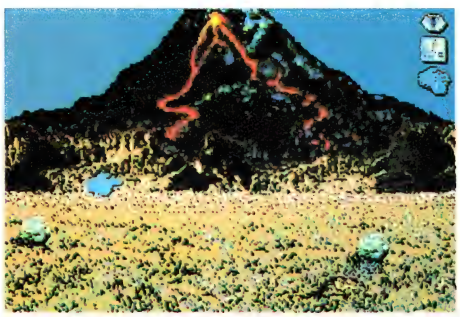
Gandalf (bottom) leaves Minas Tirith. Frodo heads towards the Gates of Mordor. Across the mountain range lies Mount Doom, which Frodo must somehow reach.

HINT Change your forces' orders regularly, and don't be afraid to try new approaches. Rivendell can be reached without crossing the Last Bridge, and Lorien is accessible without trying the Mines of Moria.

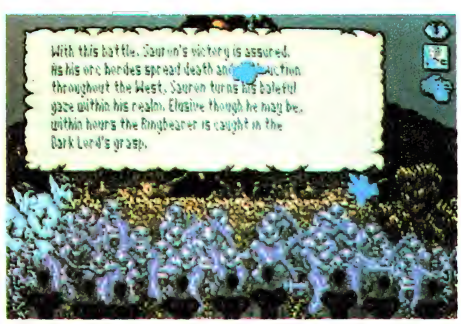


You might not need to visit the terrifying citadel of Dol Duldur if you follow the computer's itinerary. But if you choose your own route instead of following the game manual, Dol Guldur might be a stop.

Southrons (red) and Mordorians (black) converge on Minas Tirith. To defend it, you must insure that your forces are in the city.



Mount Doom. Nothing more need be said.


With this battle, Sauron's victory is assured.
throughout the West. Sauron turns his baleful
gaze within his realm. Elusive though he may be,
within hours the Ringbearer is caught in the
Dark Lord's grasp.

Lose, and this happens. Win, and ... well, why not see for yourself?

Hardware requirements: IBM and all compatibles; 512k minimum memory for VGA or MCGA graphics; 384k for EGA or Tandy 16-color graphics; 256k for CGA graphics; joystick and mouse optional.

BARBARIAN

EGA screens shown

Timing, Hegor, timing! Don't swing at that marsh monster until he actually starts to leap at you.

Care to come a-questing with Hegor, the bold but somewhat thick-skulled barbarian warrior? You'll need quick fingers and a quicker wit than Hegor's to win the game. Maybe with *your* brains and *his* reflexes, it can be done.

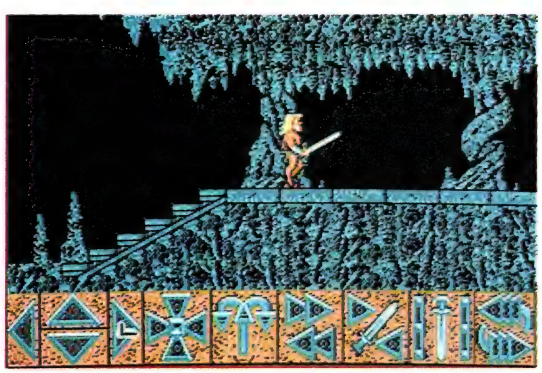
You must locate and destroy the magic crystal that is the source of power for Necron, "an incredibly evil being of awesome power." Necron dwells in an underground realm, protected by an obese dragon, dog-faced ghouls, and assorted other creatures of the night.

Unlike most computer games, *Barbarian* is played from the function keys and the space bar — the manufacturer even includes handy keyboard templates. Commands are simple, basic, and unambiguous. Even for an arcade game, the instructions are brief and to the point — all on two sides of one reference card.

Barbarian is an arcade game with a sense of humor *about* arcade games, sometimes you might feel it's only a snicker away from self-parody when you play. And while there are plenty of challenging and tricky screens, it is easier (and lots more fun) to make progress in *Barbarian* than in the average monster-bashing arcade epic. There are frustrations raised, but not to the point of inducing either rage or resentment.

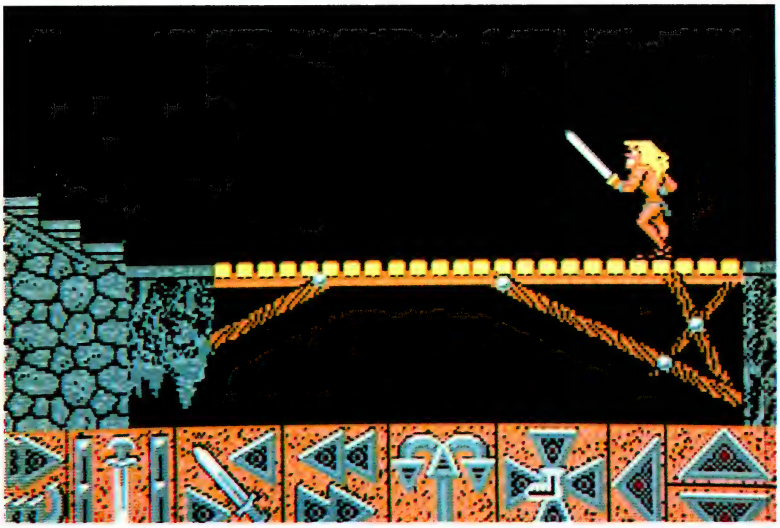
Melbourne House

Watch out for that third flagstone! As soon as you set foot on it, you'll get crushed like a waterbug.

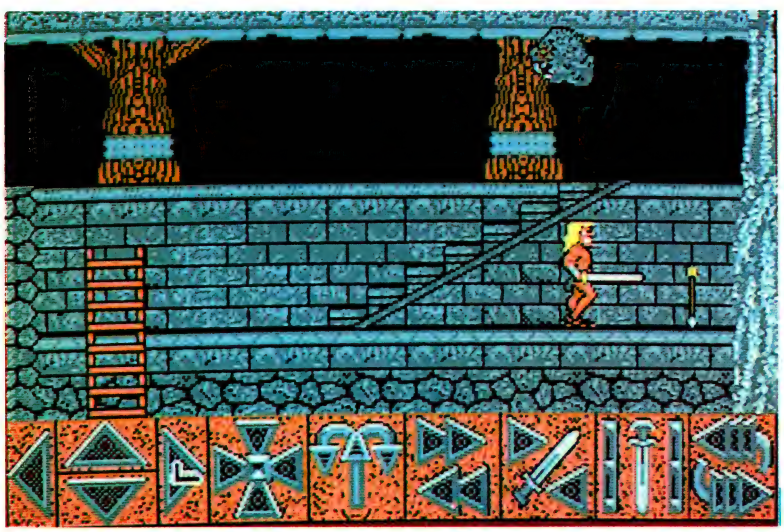


Don't forget to pick up the arrow. What did you plan to shoot from your bow, mud clods?

Hardware requirements: IBM, Tandy, and compatibles; 384K minimum memory; VGA, EGA, MCGA, CGA, or Hercules graphics; joystick and mouse optional.



Hegor, you've been in this game long enough to know there just *has* to be a trap door somewhere along that bridge....



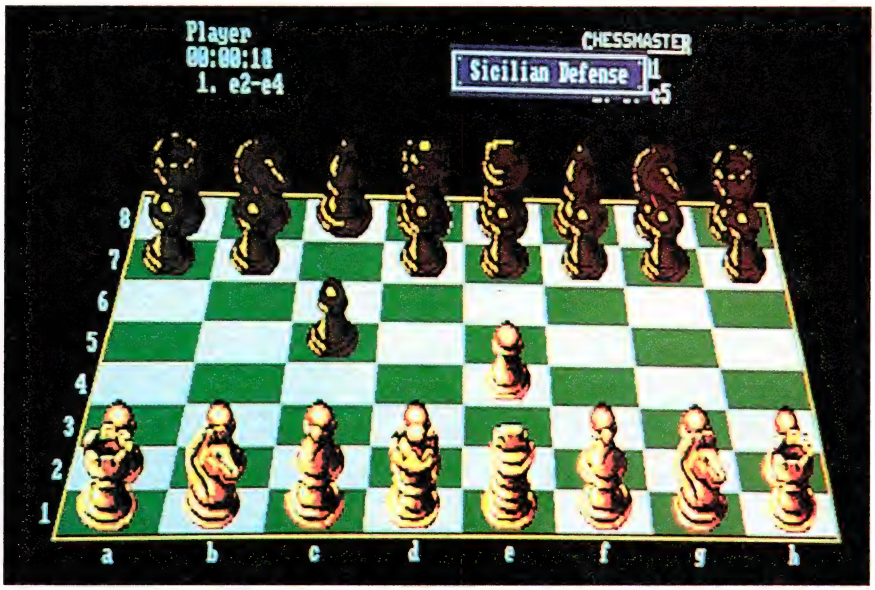
Just as you reached for that second arrow, that innocent looking rock grew fangs and started orbiting around your head. Dodge it, don't fight it, and then pick up the arrow.

Don't pay so much attention to the green goon — there's something much closer that you need to worry about looming overhead.

HINT

Stop Hegor as he enters the left side of the screen, where it's safe for him to look around without getting killed. Although the game gets more difficult the more you advance, there are usually only one or two lethal traps or enemies per screen. A rule of thumb: If the only *visible* enemy is lurking at the bottom of the screen, it's a good bet that there's something *invisible* much closer — a pitfall, a stone crashing down from above, a wall of swinging spikes ... the usual goodies. Plan accordingly.

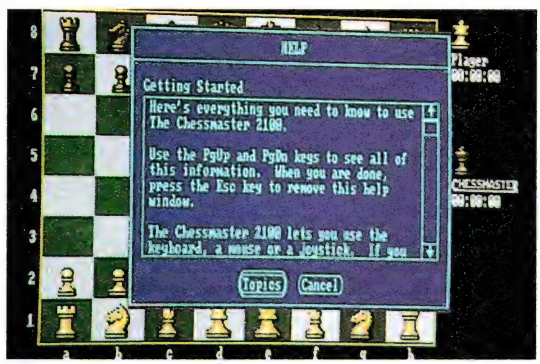
CHESSMASTER 2100



EGA screens shown

The three-dimensional board option is excellent and can be brought up at any time, but you may find that the standard 2-D board gives you cleaner lines of sight.

Don't worry about learning the remarkable array of options in *Chessmaster 2100*. Help screens like this are plentiful and easy to use.


HELP
Getting Started
Here's everything you need to know to use The Chessmaster 2100.
Use the PgUp and PgDn keys to see all of this information. When you are done, press the Esc key to remove this help window.
The Chessmaster 2100 lets you use the keyboard, a mouse or a joystick. If you
Topics
Cancel
Player
00:00:00
CHESSMASTER
00:00:00

Try studying the chess board from different perspectives. And, if you're playing black, switch the board so that white appears at the top.

There are few pleasures greater — or more surprising — than discovering a good thing made better. That's certainly the case with *Chessmaster 2100* from Software Toolworks. The original *Chessmaster 2000* won high marks for its rich variety of features; strong multi-level chess competition program; and attractive, easy-to-use format.

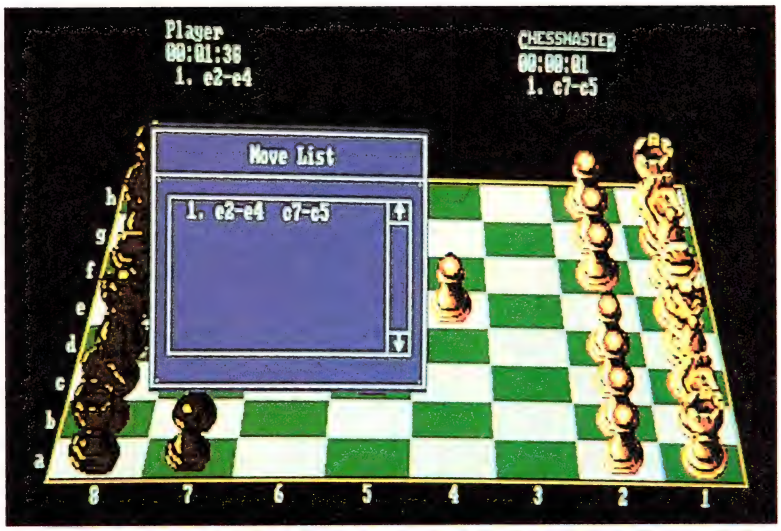
The new program goes even further, using advanced chess logic from Fidelity Electronics (a leader in electronic chess) and adding an even more integrated and flexible collection of user options. Virtually everything can be changed in the program except, of course, the rules of chess.

All of the standard features of computer chess are here. But it's the extras that make the game stand out for beginners and experienced players alike: an opening "book" library of 150,000 positions; plenty of classic games to replay; a menu-driven user interface that's easy to use; hint and help screens; flexible settings for advanced play and timed play; analysis of positions; and teaching mode with commentary and opening move practice.

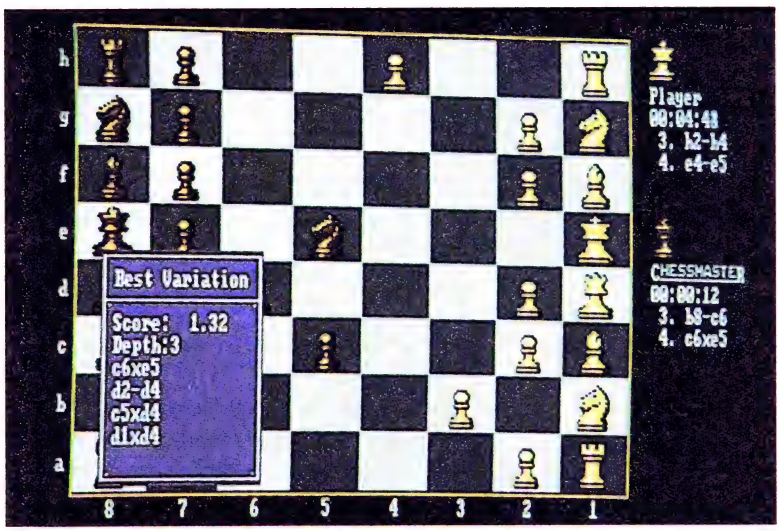
Chessmaster 2100 will even rate your play according to the U.S. Chess Federation point system. The game features just go on and on. In short, it's difficult to think of any aspect of the game chess that's *not* included in this excellent new game.

Software Toolworks

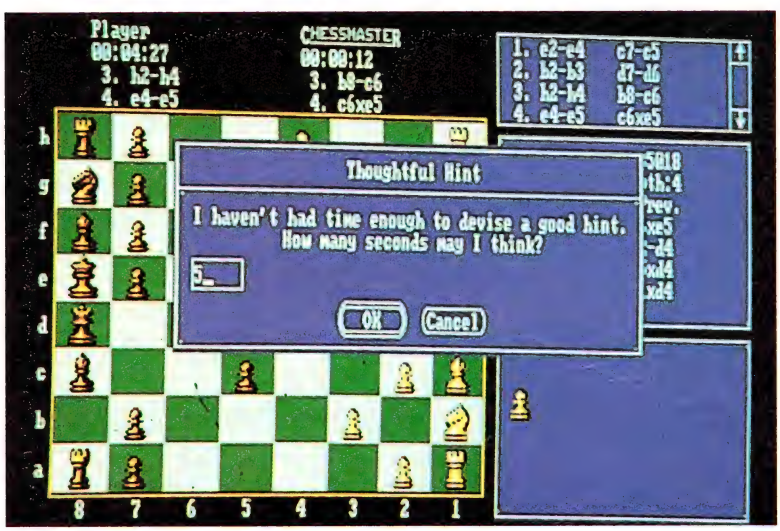
Hardware requirements: IBM and compatibles; 512K minimum memory; VGA, EGA, MCGA, CGA, Tandy 16-color, or Hercules graphics; mouse or joystick optional.



Pop-up windows such as this "move list" option let you review the action. You can even take back moves by changing the list during the game.



The "war room" view is one that you'll use much of the time. It shows the move list, clocks, captured pieces, 2-D board, and the computer's calculations.



One of the best ways to improve your game is to ask the computer for a "thoughtful hint." You can even limit the computer's "thinking" time for hints.

HINT

In addition to a wide array of standard and special features, *Chessmaster 2100* also offers such arcane options as creating your own chess set using Electronic Arts' *Deluxe Paint II*, playing blindfold chess against the computer, and practicing your book openings with commentary from the computer.

COMBAT COURSE

EGA screens shown

Sarge is always on the option screen, along with a picture of the trainee. Dangers and commands flash in the second window. Action takes place in the middle of the screen. The VCR feature will replay previous runs.

When Rex, the attack dog, gets close, jump up and grab a ladder, a pulley rope, or a tree limb. Rex will wander off the screen after a few seconds.

When Sarge tells you to do push-ups, better drop flat and give him ten. No use belly-aching — if you don't comply, points will start dropping from your score and will keep dropping until you do the exercise.

Combat Course is an arcade-type game with a different twist — your goal is to master training courses instead of to head into battle. There are five training courses to challenge you, and a watchful (and extremely demanding) drill sergeant to keep an eye on your progress.

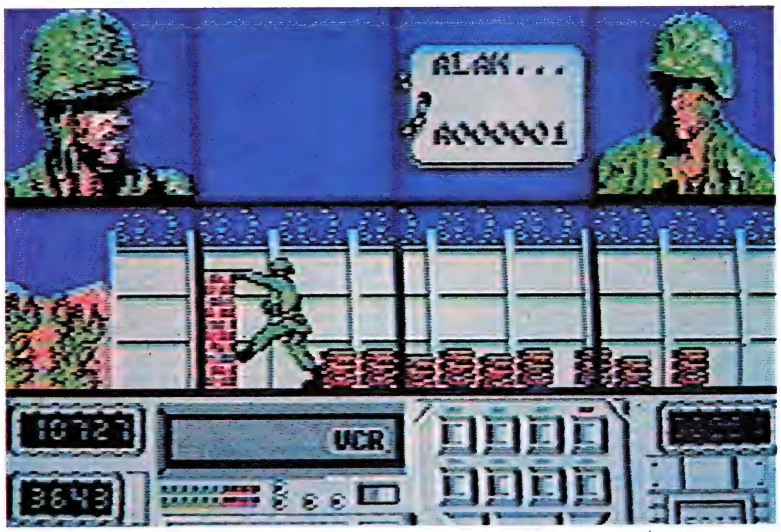
You begin with physical training — a classic "obstacle course" in which you must scale walls, crawl beneath barbed wire, avoid blasts of live ammo, and dodge the attacks of Sarge's German shepherd. Next comes the "risk" course, in which you learn how to dodge land mines and handle explosives.

After that comes the "combat" course, where you must master techniques of hand-to-hand fighting. The "combined" scenario mixes all these ingredients into one nightmarish challenge. But if you want to join an elite unit, you also have to pass the fiendish "Cobra Course." Still not challenged? Use the create option and develop a customized course.

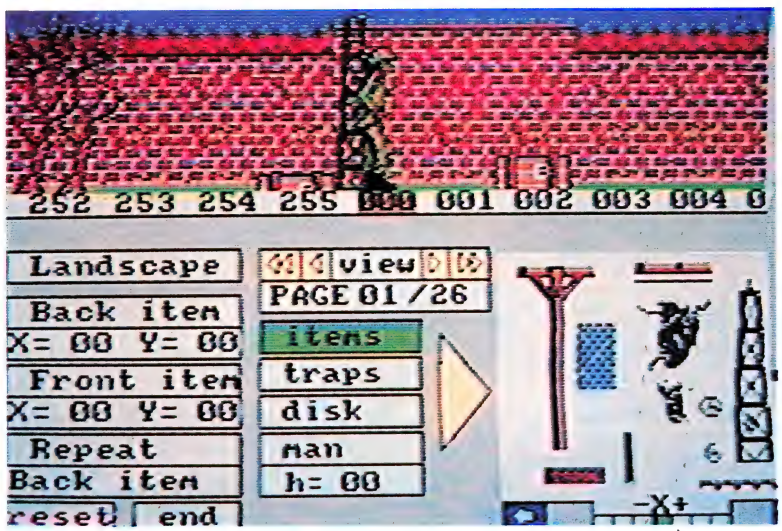
For all its realistic military detail, *Combat Course* is still basically an arcade game. Players looking for strategic or tactical simulations may or may not find it appealing. But despite its limitations, it is very well done. So if your idea of a good time includes an animated drill instructor ordering you to do push-ups, give *Combat Course* a try.

Mindscape

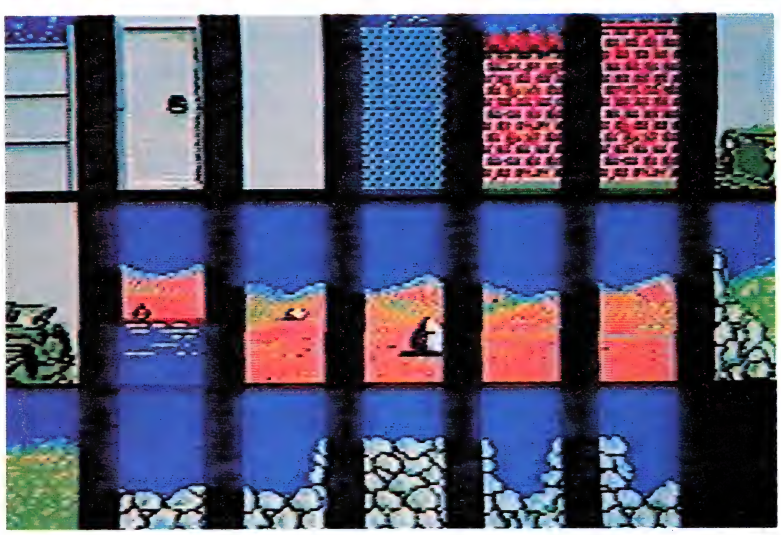
Hardware requirements: IBM, Tandy and compatibles; 512K minimun memory required; EGA or CGA graphics; joystick optional.



To climb a pulley, ladder, brick wall, or anything else, *keep running* and press and hold the fire button (or key) just as you approach the item you need to scale.



You can design customized obstacle courses of up to 256 numbered sections by using the construction option.



In addition to the number and assortment of traps, the foreground items, and the soldier's position, you can even control the background landscape in *Combat Course*.

HINT

Whether you're using a joystick or a keyboard, you'll still have to master several different moves for each kind of course. Throwing grenades is especially hard. Using a joystick, kneel in front of the grenade and move the stick to the right to pick it up. Then *quickly* press fire to stand, and push forward to throw the missile. Players may find that some movements (crawling, for instance) are actually easier to execute on the keyboard, so try it both ways to find out what's most comfortable for you.

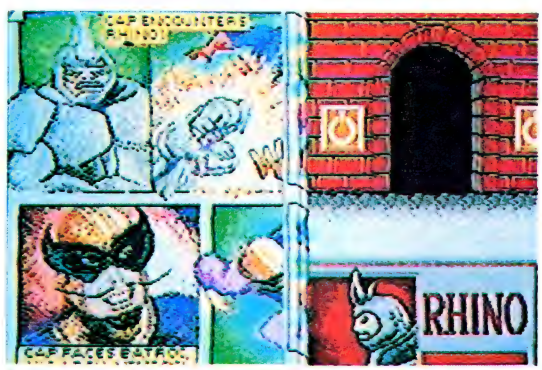
DR. DOOM'S REVENGE

YOU'RE HISTORY FLAG-MAN!!
LATER...
ZING
ODDBALL STRIKES!
YOU'VE MANAGED TO INVADE MY CHAMBERS CAPTAIN, BUT YOUR PETTY PATRIONISM IS NO MATCH FOR MY POWER!
PREPARE TO DIE!!!

EGA screens shown

Before each action sequence, a comic page appears on the screen. When the pointing hand gestures for you to halt, prepare for adventure. You will be thrust into the comic book panel to do battle.

After signaling that you are ready to fight, the page will scroll to the action sequence described in the comic book. Here, Captain America is about to rumble with Rhino.



It is important to know when to fight in close and when to back off. Batroc is an expert in kick-boxing, so get in close to take away his strength. Cap will win the slugfests every time.

Imagine reading a comic book and then jumping into the action when your hero needs you most. That's what *Dr. Doom's Revenge* promises its game players. What the game delivers, however, is somewhat disappointing, especially when considering the possibilities of the concept. Nonetheless, *Dr. Doom* should be congratulated for breaking new ground and giving players a chance to act out the parts of their favorite superheroes.

Dr. Doom's Revenge allows you to join forces with Captain America and Spider-Man, who are engaged in a battle with the dastardly Dr. Victor Von Doom. After you've read the enclosed comic book written for the game, you take over for the superheroes and attempt to thwart Doom's plan to rule the world.

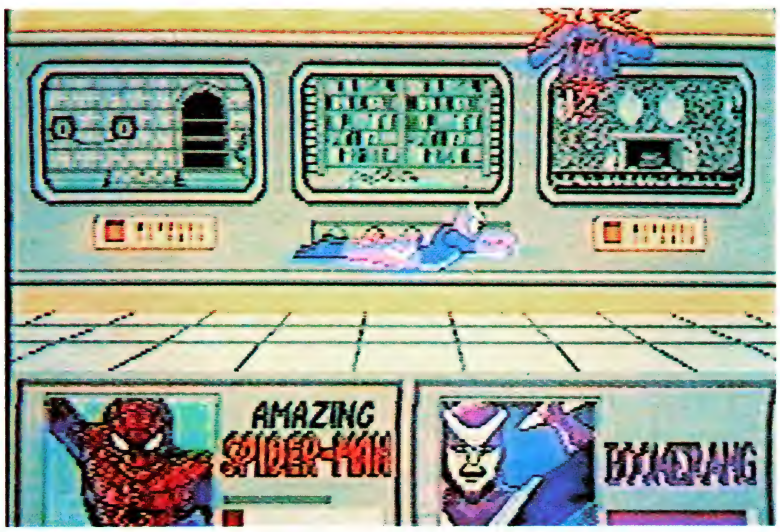
The game is best played by two, each taking the role of either Cap or Spidey. A superhero completes the action for one full page of the comic book, so that control alternates between players throughout the game.

The most important strategy to remember when dueling Doom's henchmen is to decide early on whether it is best to combat a particular villain close in with punches and kicks, or from a distance using either Cap's shield or Spidey's web-shooters. Enemies that can launch weapons, such as Boomerang and Machete, are best fought face-to-face.

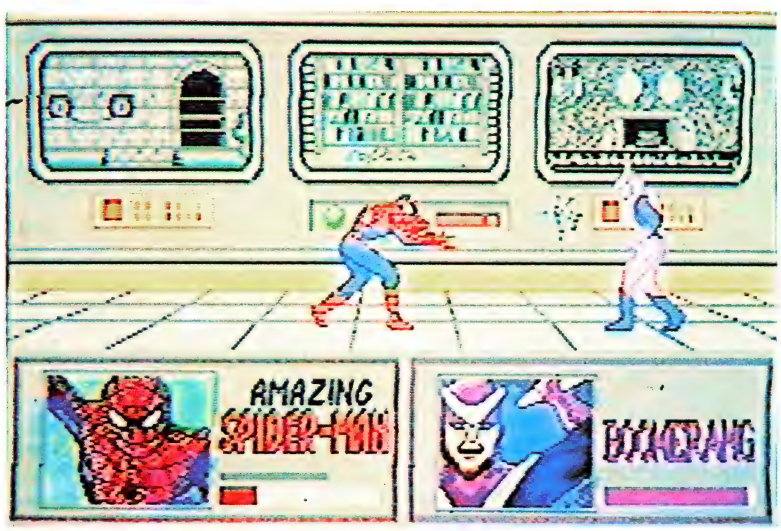
Paragon Software

Hardware requirements: IBM, Tandy and compatibles; 512K minimum memory; EGA, CGA, or Tandy graphics; supports Ad Lib sound card and Hearsay 1000 speech board; joystick recommended.

The robotic gorilla is one foe best fought far away. Use Cap's aerodynamic shield to pound the primate from a safe distance. Don't let this ape get too close; he has a dangerous way of showing his affection.



Spidey's ability to stick to most any surface should be exploited frequently. Here, the web-slinger is able to leap out of the way of one of Boomerang's kamikaze dives.



When you're ready, drop from the ceiling and quickly fire off some web shots before leaping back up. This strategy keeps enemies off balance and keeps you out of range.

HINT

Each enemy is vulnerable at certain times. For example, Spider-Man's strategy for defeating Eduardo Lobo should be to stick to the ceiling until the werewolf walks past, then to drop down, deliver a few quick punches, and then leap back up onto the ceiling until it is safe again to attack. The robots can be trapped facing the edge of the screen while you unleash a barrage of mid-section punches.

HEAVY METAL

EGA screens shown

When the number on the left of the range indicator matches the number on the right, and the magenta bar between them is centered on the enemy vehicle, you've nailed him.

Until you have scored 5,000 or better on each training simulation, you cannot access a tactical scenario. Since you're given unlimited ammo in the training mode, you should qualify fairly quickly.

Save your M827 rounds for enemy tanks — don't waste them on soft-skinned targets such as this truck.

Heavy Metal attempts — how successfully is a matter of taste — to combine arcade action with battlefield strategy. You must deploy forces to protect headquarters against attack. Switch from a big-scale map to a tactical arcade level in battle and start blazing away alongside your men. Of course in reality, good generals are not necessarily good gunners and are too valuable to waste as cannon fodder, but it makes for fun.

You begin *Heavy Metal* without rank, and you cannot move up to a tactical command unless you have earned a 5,000-point training score on all three of your weapons systems: the Abrams Main Battle Tank, the XR311 FAV (Fast Attack Vehicle), and the ADAT (Air Defense/Anti-tank) system. Once you've made second lieutenant, you can move from training to battle.

In the tactical mode, you'll get one unit each of the three weapons and a reserve group of your choice. (You're given a random number of vehicles, but will always be outnumbered by the enemy.). Protect your headquarters while inflicting damage on the enemy, but don't forget to monitor the supply of fuel and ammo. The graphics in *Heavy Metal* are imaginative, and the game does pack a lot of action. Strategy fans should know that the arcade element dominates the game and possible "tactics" are limited to movement and resupply timing. With that small *caveat*, this game can be recommended.

Access Software

Hardware requirements: IBM, Tandy, and compatibles; 384K minimum memory; EGA, CGA, Tandy 16-color, or Hercules graphics.

No matter how hot the action gets, you should check with the Tactical Command Center (TACC) periodically. That's the only way you'll know whether your other units are in urgent need of resupply.

The FAV only operates at one speed — flat out. Most objects are targets, even if they don't look especially military, so shoot at everything. Conversely, if you *hit* anything while going at 100 mph, you'll lose a vehicle.

Non-missile armament on the ADAT consists of a 30 mm. cannon. It will knock out tanks as well as planes, but you must obtain two good hits to do it. Fortunately, tanks cross the screen in fairly predictable patterns.

HINT

When deploying your units to meet the enemy attack, always take into account their relative speeds. The FAVs are the fastest, by far, and can be used to harass more than one enemy formation. When playing your FAVs, remember to shoot at the larger targets first, as they are worth more points and contribute more in terms of reducing enemy strength. When you hear the whine of an incoming enemy shell, scoot sideways in your FAV. If you don't, you'll take a hit.

THE HONEYMOONERS

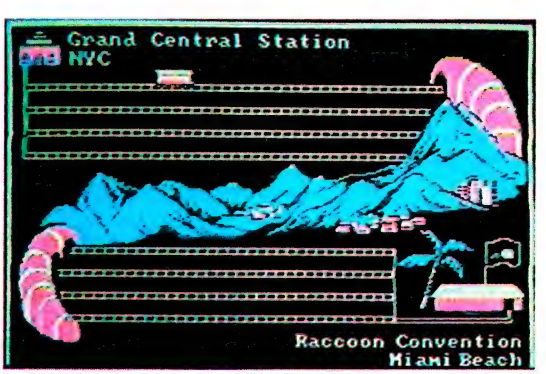
Norton: Well....It wasn't exactly the phone. I was more interested in the phone book. I've always been a sucker for seein' my name in print!

CGA screens shown

There are "commercials" between the playing sections of *The Honeymooners* in which the characters enact routines from the television show.

Ralph has his hands full trying to pick up passengers *and* drop others off at the right intersections. Points are deducted for every passenger left on board when time runs out, but don't despair — not *all* the passengers will be strangers.

The higher your score, the closer your train will get to the convention in Miami. The percentage in the lower right corner represents how much of the convention is over.



Everyone's favorite bickering couples, the Kramdens and the Nortons, have arrived on personal computer with all the laughs of their classic television show *The Honeymooners*. First Row Software (the company that converted *The Twilight Zone* into a computer game) manages to retain the broad humor of Ralph and Alice, Ed and Trixie in a game which is really three separate sub-games.

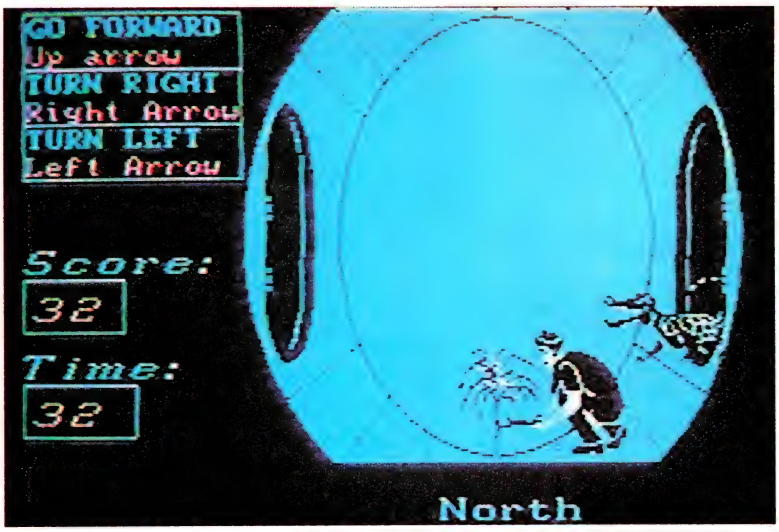
The story has Ralph and Ed determined to attend the Annual Raccoon Lodge Convention in Miami Beach. Alice and Trixie are equally determined to accompany them. But neither couple can cough up the money needed for the train tickets.

Up to four players can participate in a plan to have the Kramdens and the Nortons earn the money by working overtime. Alice and Trixie are working in the puzzle department of Morgan's Department Store, Ed is repairing leaks in the sewer system, and Ralph is driving for the Gotham Bus Company.

Unfortunately, the girls keep dropping puzzles and going to pieces, there are limited exits from the sewer, and Ralph doesn't know his new routes. But he has a standby get-rich plan — to win the big prize on "The $99,000 Answer Show."

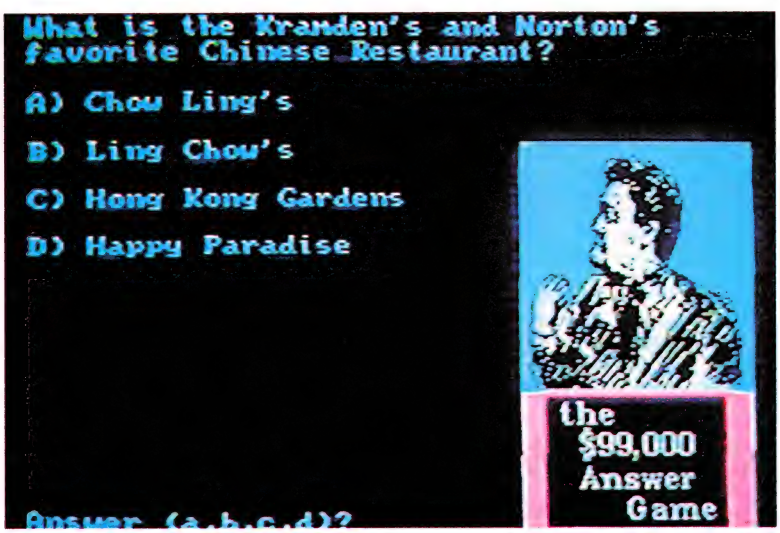
First Row Software Publishing

Hardware requirements: IBM and compatibles; 256K minimum memory; CGA or Hercules graphics; joystick optional.



The sewer job is really the easiest of the three. Walk toward the leaks and Ed will automatically fix them. The *hard* part is finding a ladder to get out onto the street. You don't even have to worry about the alligators you'll see.

You'll need a good eye to put together the jigsaw puzzles within the time limit. Your score goes up with every piece correctly placed, but points are taken off if you make too many moves.

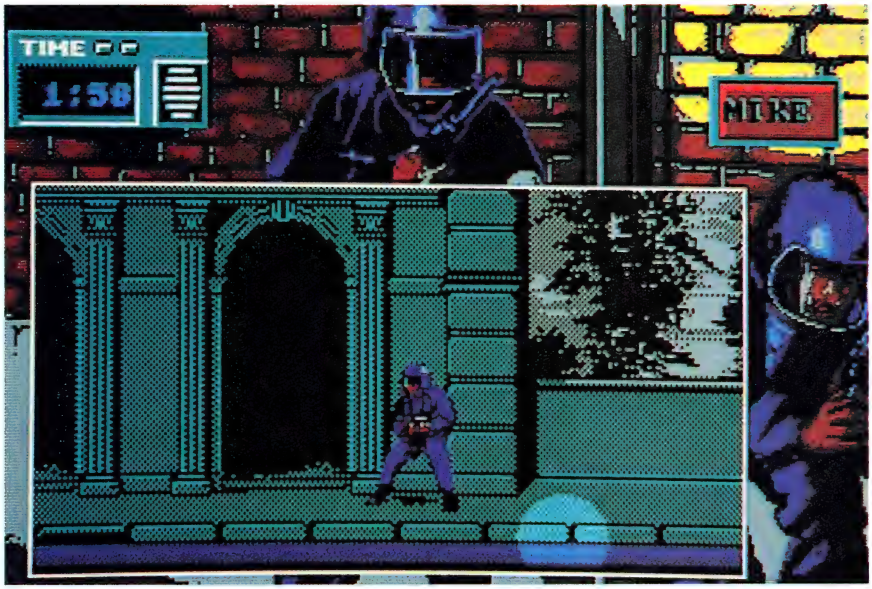

What is the Kranden's and Norton's favorite Chinese Restaurant?
A) Chou Ling's
B) Ling Chou's
C) Hong Kong Gardens
D) Happy Paradise
the $99,000 Answer Game

If you score any points at all during the *Honeymooner* sub-games, you'll have a chance to go on "The $99,000 Answer Show" and double your score by answering a difficult trivia question about the TV series.

HINT

Both the bus route and sewer leak sub-games require a little planning. Keep a piece of paper on hand to jot down the passengers' destinations on the bus route. Pick up three passengers or so in the same area and drop them off before picking up more. And avoid going out of your way for a pickup. Before going into the sewer, take a good look at Ed's map. If you don't want to map your progress, then at least keep heading in the same general direction so you can backtrack without too much difficulty.

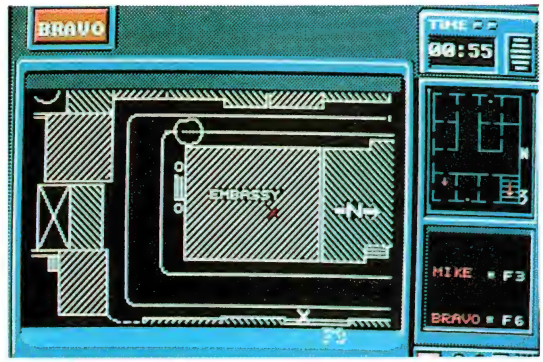
HOSTAGE



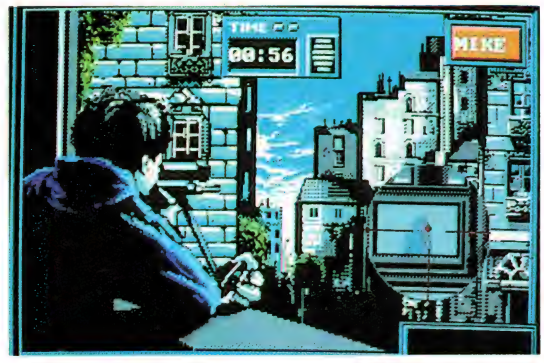
EGA screens shown

Position your snipers first. You can check each man's progress by pressing the ESC key while he's under cover. He will then appear on a map-screen that shows his current position and how far he is from his assigned post.

Once the marksmen are in place, the become your "eyes." You can view the embassy from each sniper's vantage point by selecting that man's number (each man is assigned a function key), then pressing ESC.



When a sharpshooter zeroes in on an embassy window, a dot appears in the center of his crosshairs. Most of the silhouettes you'll see in the windows will be hostages or fellow rescuers, so don't be too trigger-happy.



Inspired by the spectacular (televised live) Special Air Service assault on a terrorist-occupied embassy in London, *Hostage* is a simulation straight from today's headlines.

As commander of a six-man anti-terrorist assault squad, you recreate that hair-raising S.A.S. action in every detail. There are five missions to complete (plus a special assignment after getting through the first five). You also have to beat the clock along with the terrorists, since each mission has a time limit.

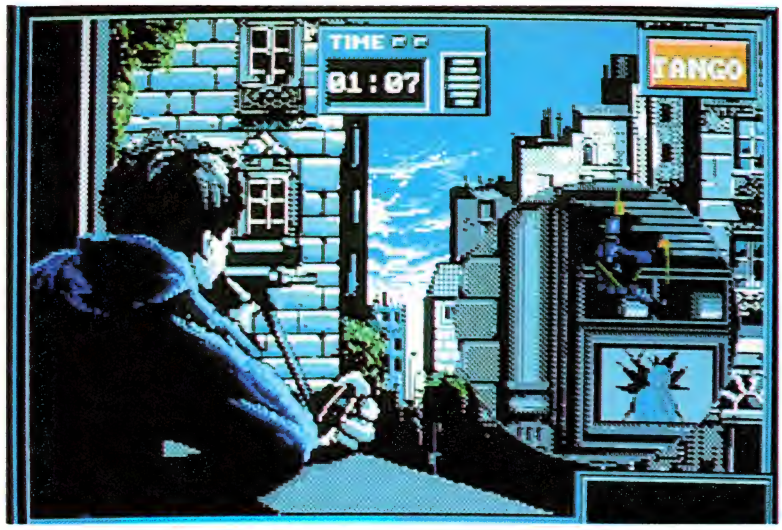
The first mission is a non-lethal training exercise. To master the game, you'll need to spend considerable time there. Although the basic scenario of the game is simple and clear-cut, the tactics (and the keyboard or joystick moves to execute them) are not as easy as they may seem in the instructions.

First deploy your men: three sharpshooters outside the captured embassy, and three as the assault team helicoptered to the roof. *Coordination* is key. As the commander, you can switch active control from one man to the next with a single keystroke, but merely reacting to events is not good enough. Before moving your men, you need a plan.

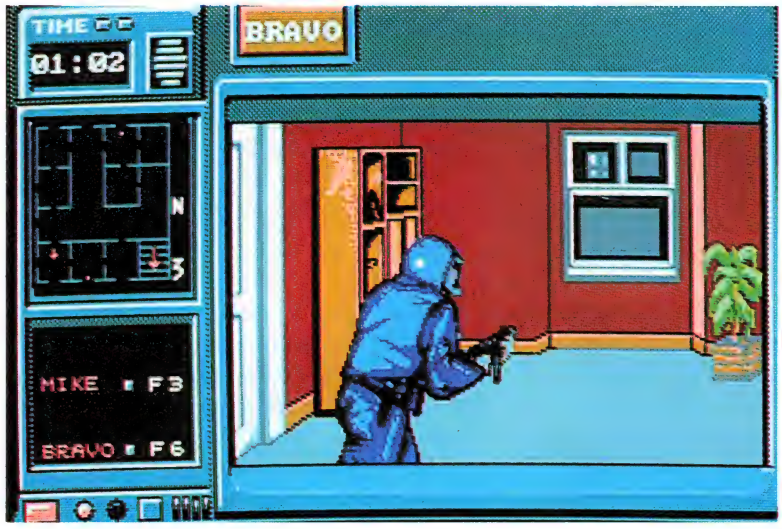
In essence, *Hostage* is a simulation of very specialized small-unit tactics. There are arcade elements, but the game will appeal more to strategy gamers than to fire-button jockeys.

Mindscape

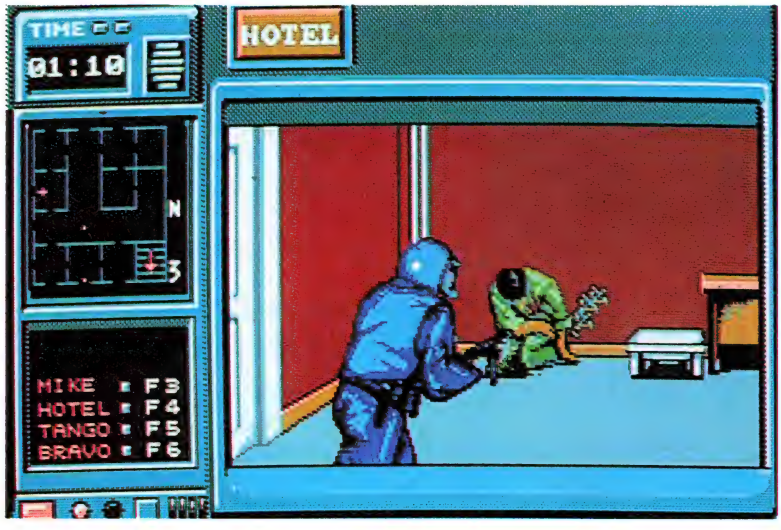
Hardware requirements: IBM, Tandy, and compatibles; 512K minimum memory; EGA or CGA graphics; joystick optional.



Repelling is not as easy as it looks. Your man must be able to stop on a dime then gain entry by breaking a window with his feet. A series of short jumps is easier to control than a long descent.



You're in danger of being bushwhacked inside. If you move toward a wall, the computer will turn you so that your back is to that wall. It may be disorienting the first few games you play, but soon it will seem natural.

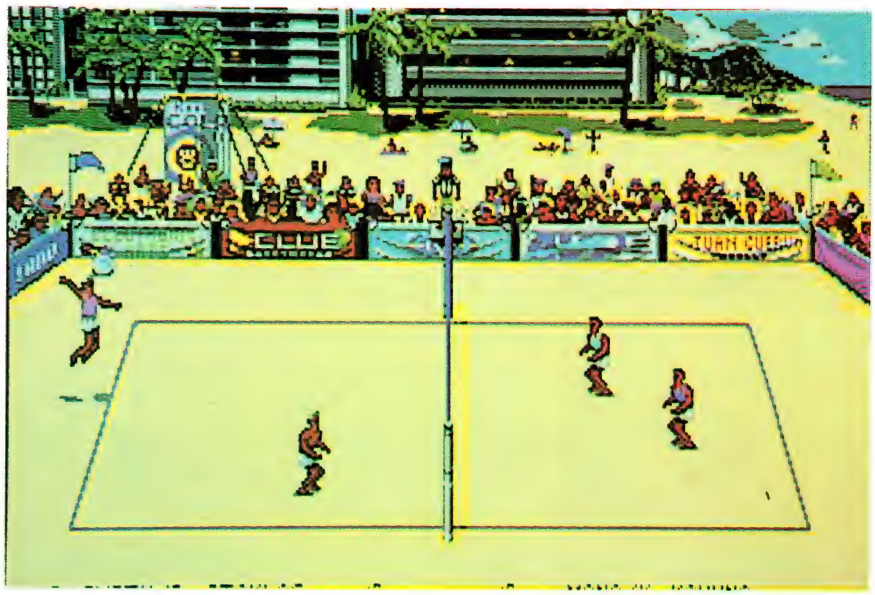


If you spot a hostage moving, you can be sure there is a terrorist behind him, since hostages can move only when accompanied by either a captor or a member of the swat team. Once you've killed a terrorist, the hostage will meekly follow you.

HINT

You earn promotion by success, but begin as a lieutenant. At that rank, the game provides you with a mini-map of the embassy interior, showing the locations of your men, the hostages, and their captors. You may want to sketch the embassy layout before you're promoted to Captain — once you leave beginner's rank, you don't get to see the mini-map anymore. You can only see hostages and terrorists when you're in the same room with them.

KINGS OF THE BEACH: PROFESSIONAL BEACH VOLLEYBALL



EGA screens shown

The jump serve has two things going for it: high velocity and a steep trajectory. To hammer this serve home, click your joystick button twice, with a half second in between clicks.

In Tournament Play, you will run across local yokels (like Bionic Lester from *Skate or Die!*) as well as AVP professionals. The computer opponents get progressively more skilled as you advance in the competition.

...WELCOME TO SUNNY SAN DIEGO, FIRST STOP ON THE 'AVP' TOUR. GET READY FOR SOME HARD HITTING VOLLEYBALL ACTION TODAY!...
LESTER
KILLER ON A SKATEBOARD, BUT HIS V-BALL IS FAR FROM RAD. HIS 'THRASHER' ATTITUDE SOMETIME PULLS HIM THROUGH ON DEFENSE, BUT BETTER SPIKES ARE FOUND IN HIS HAIR.
MACK
HARD HAT MACK HAS LEFT THE HASSLES OF THE VANDALS AND OSHA TO PURSUE HIS QUEST FOR BEACH KING. HE'LL HAVE HIS MOMENTS OF STUDLINESS, BUT HIS NET GAME IS STRICTLY BLUE COLLAR.

If your man is close enough to the ball to get a piece of it, the computer will automatically send him belly-down to try to dig it out of the sand.

Kings of the Beach is similar to the best-selling basketball game *Jordan vs. Bird: One on One*, also developed by Electronic Arts. Both games incorporate the individual playing styles of two of their respective sport's top competitors. In *Kings*, players control the movements of either Sinjin Smith or Randy Stoklos, the leading money winners on the professional beach volleyball circuit.

To be crowned king of the court, you'll need two things: timing and positioning. Learn to time spikes, serves, and blocks perfectly, and concentrate on your footwork. Remember that the ball always lands on its shadow, so don't get caught out of position. If you're too far away for a solid hit, but close enough to get a piece of it, your player will automatically dive and try to dig it out of the sand.

If you're in good position close to the net, go ahead and unleash a hammer spike. This can catch your opponent by surprise. It can also surprise your teammate, so do it sparingly.

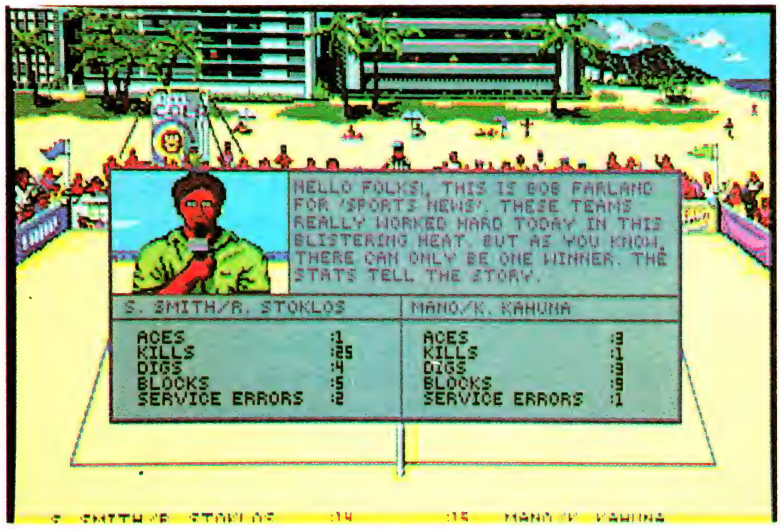
Once you get your sand legs, sign up for Tournament Play. You'll travel the world and battle some of the founding fathers of two-on-two beach volleyball. Win three consecutive matches against these greats and continue on to the next city.

Kings of the Beach may have another thing in common with *Jordan vs. Bird* — it may join its predecessor as a bestseller from Malibu to Manhattan.

Electronic Arts

Hardware requirements: IBM, Tandy, and compatibles; 256K minimum memory; VGA, EGA, MCGA, or CGA graphics; joystick recommended; AdLib sound card supported.

An effective block requires timing. Try to be at the top of your jump just as your opponent smacks the ball. Both defensive players can try to block a spike by going up simultaneously and forming a wall.


HELLO FOLKS!, THIS IS BOB FARLAND FOR 'SPORTS NEWS'. THESE TEAMS REALLY WORKED HARD TODAY IN THIS BLISTERING HEAT. BUT AS YOU KNOW, THERE CAN ONLY BE ONE WINNER. THE STATS TELL THE STORY.
S. SMITH/R. STOKLOS
MANO/K. KAHUNA
ACES :1
KILLS :5
DIGS :4
BLOCKS :5
SERVICE ERRORS :2
ACES :3
KILLS :1
DIGS :3
BLOCKS :3
SERVICE ERRORS :1

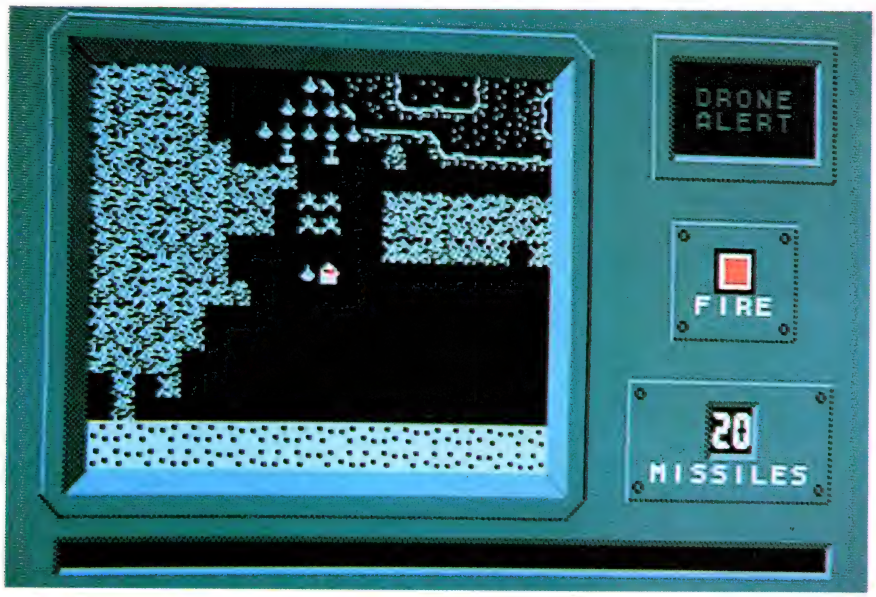
At the end of a match, you'll see a report on how each team performed, including stats for aces, kills, digs, blocks, and service errors.

A delightful feature of this game is the option of arguing lame calls when you want to, and the potential to actually change an official's decision. However, if you balk too often, the ref will begin deducting points.

HINT

If you are controlling Sinjin, you can prevent your opponents from spiking on any given play simply by accompanying Randy to the net as if you were going to defend against the spike and then fading back just before the hit. The spiker, anticipating the double block, will try to poke the ball into the backcourt. However, you will have moved into position to set up for a spike of your own.

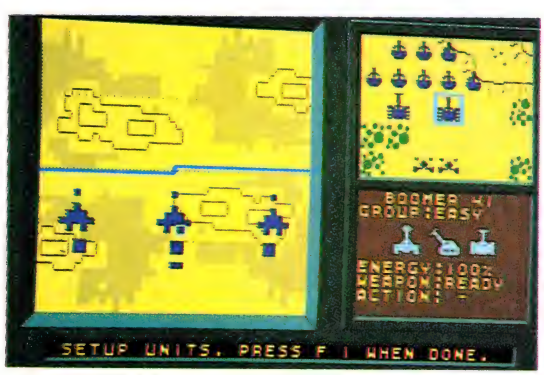
MODEM WARS



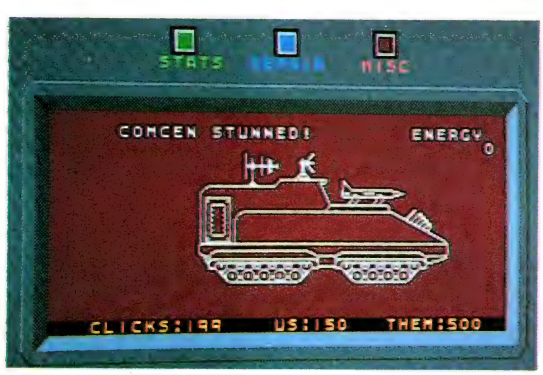
EGA screens shown

Use the radar screen to scout the area near your COMCEN (headquarters) icon, and to launch missiles at enemy drones.

Boomers are your heavy artillery. They are slow, but powerful, and can shoot much farther than either grunts or riders.



Even if the action is hot, a wise commander takes the time to repair damage to his COMCEN unit.



Modem Wars harkens back to the days of fast, easy, "beer and pretzels" war games — or maybe even further back to those days when all it took to wage miniature conflict was a bare corner of the yard, a box of toy soldiers, and a stack of mud clods.

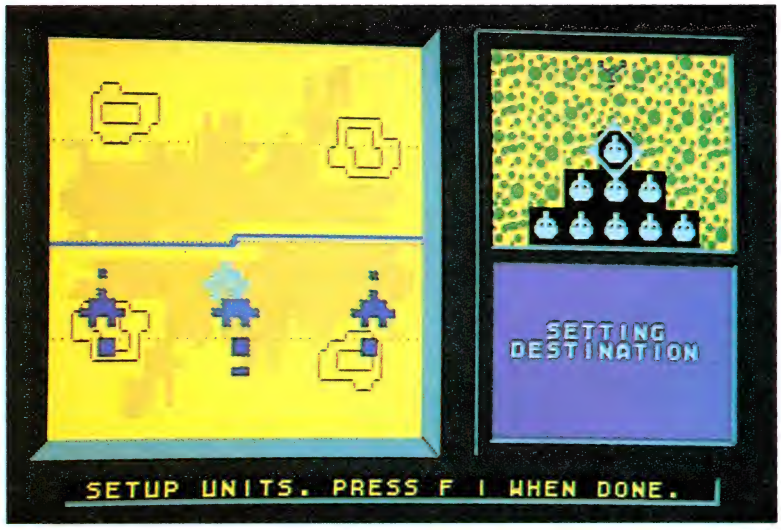
The premise of *Modem Wars* is futuristic: Football has been replaced by regulated, all-robot, combat games. Like football (or chess, which *Modem Wars* also resembles in many ways), the basic rules are not complicated or hard to learn. But the possible permutations of moves on the field are numerous and varied. You can even run "plays" with names like "The Bomb" and "Quarterback Sneak."

Playing units consist of grunts (foot soldiers), riders (fast cavalry), boomers (long range guns with limited movement), reconnaissance spies, and command modules (which serve as headquarters). Points are scored for knocking out the enemy's command post or for crossing his *back line* — a kind of goal line that runs across the back edge of the battlefield. You can select a variety of scenarios, from a quick "scrimmage" to a "full war" campaign.

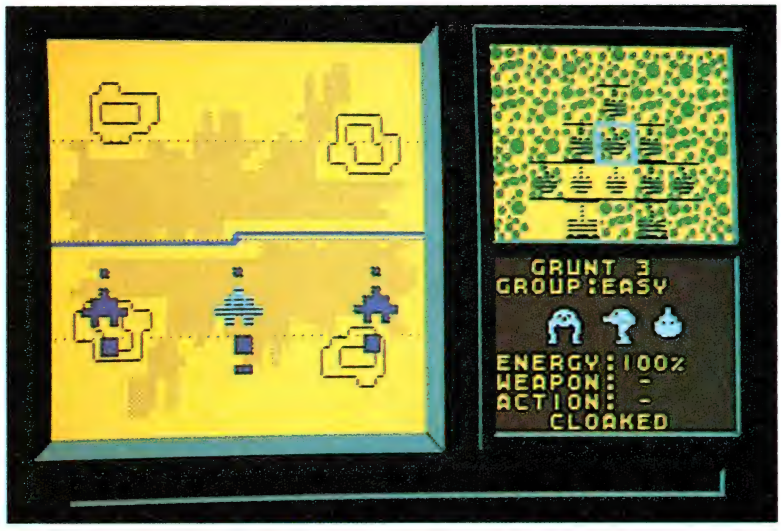
Modem Wars plays fast and clean, and it's all action — no lengthy build ups, no bother with logistics, just set 'em up and turn 'em loose. As the game's title implies, *Modem Wars* was developed to be played with a long-distance human opponent via electronic connection. In that format it has attracted thousands of fans. But even your own PC can become a tricky and aggressive enemy.

Electronic Arts

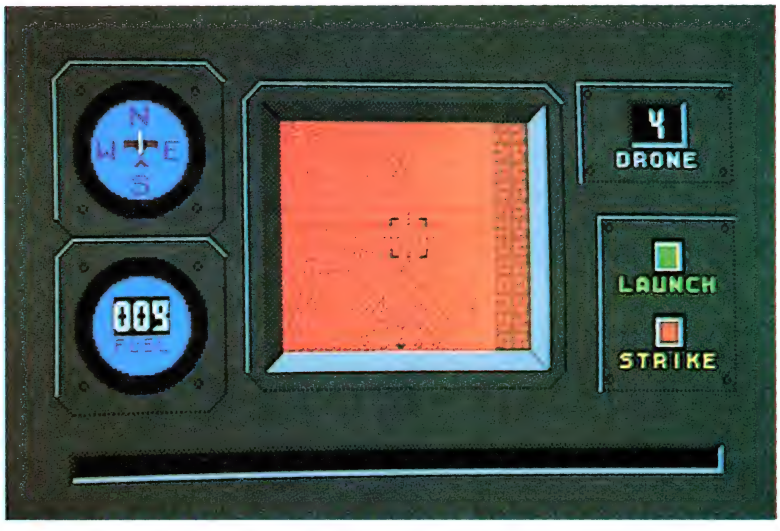
Hardware requirements: IBM, Tandy, and compatibles; 384K minimum memory; VGA, EGA, CGA, Tandy 16-color, or Hercules graphics; joystick and mouse optional; supports Anchor or Hayes modems.



You can move your robots individually or in a powerful group formation.



The cloaking option lets you camouflage units, but only at the cost of diminished offensive capabilities.

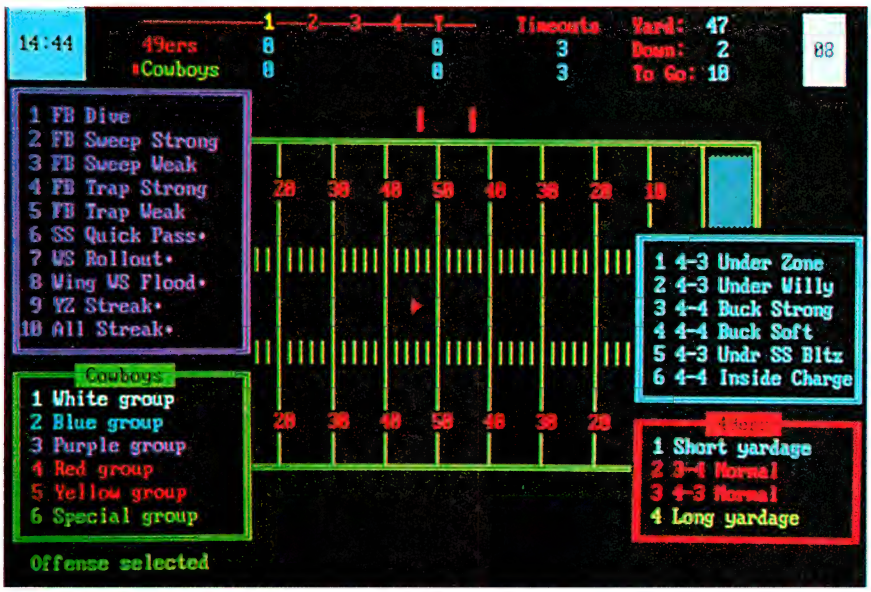


Send your drones over enemy lines and try to crash them into the opponent's COMCEN.

HINT

One of the basic axioms of tactics is "take to the high ground." That applies in *Modem Wars*, too. The weapons' range increases by one space for each level of elevation. The damage done increases two points for each "difference of level" between an elevated shooter and its target.

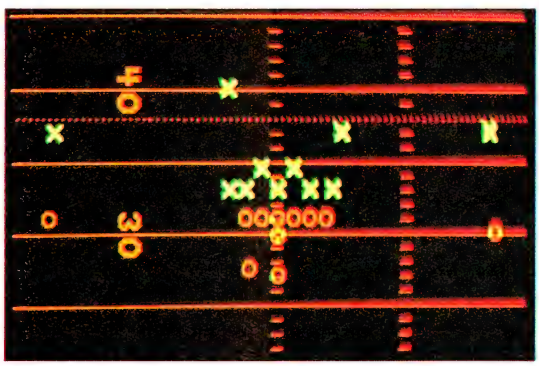
NFL CHALLENGE



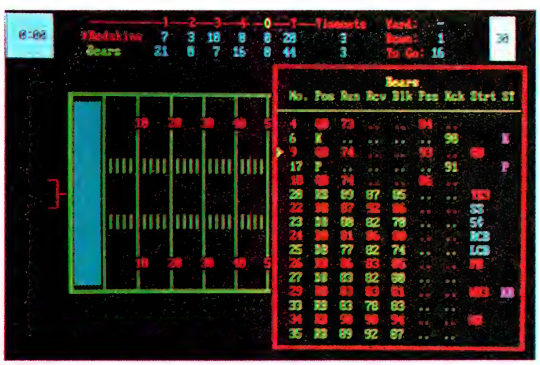
EGA screens shown

The options on the play menus represent groups of plays. Select a set by color to get an additional menu of individual plays. Selections followed by a dot are passes.

After selecting a play, you will see the X's and O's block, run, defend, and tackle. Here the 49ers set up for a play action pass against a 4-3 Strong Safety Blitz.



Beside each player's jersey number, the roster window displays the general position, skill numbers, and starting assignment. To see more information about the players, press your right cursor key.



NFL Challenge is the armchair quarterback's dream come true. It's pure strategy and pure fun.

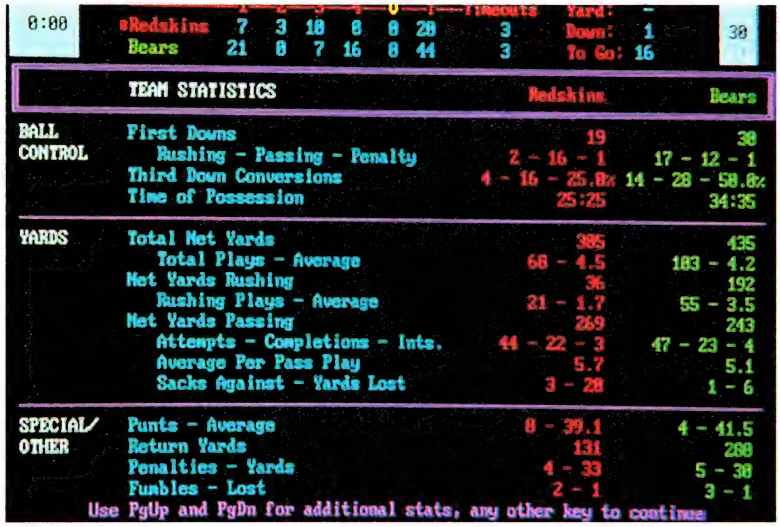
As coach of any one of the 28 franchises that comprise the National Football League, you make all the decisions. It's up to you when to blitz; whether to defend the run or the pass; when to go for it on fourth down; and whether to accept or decline penalties. You can even run your two-minute offense the entire game just like Sam Wyche and the Cincinnati Bengals.

Because you have more than 45 options on offense and 26 different sets on defense, you'll need patience to wade through the playbooks and become familiar with what is and isn't appropriate in any given situation. *NFL Challenge* also provides you with a wealth of information during game play. Pull up your roster to see how your players are ranked in each of the skill categories so you can make substitutions if necessary.

At halftime and at game's end, the program displays five screens of statistical results. Football fanatics will find these composite report cards a treat. Mercifully, there are no bruised egos or contract disputes in the world of *NFL Challenge*. So if Steve Pelleur is having an off day for your Cowboys, replace him with Danny White.

XOR Corporation

Hardware requirements: IBM and compatibles; 256K minimum memory; EGA or CGA graphics.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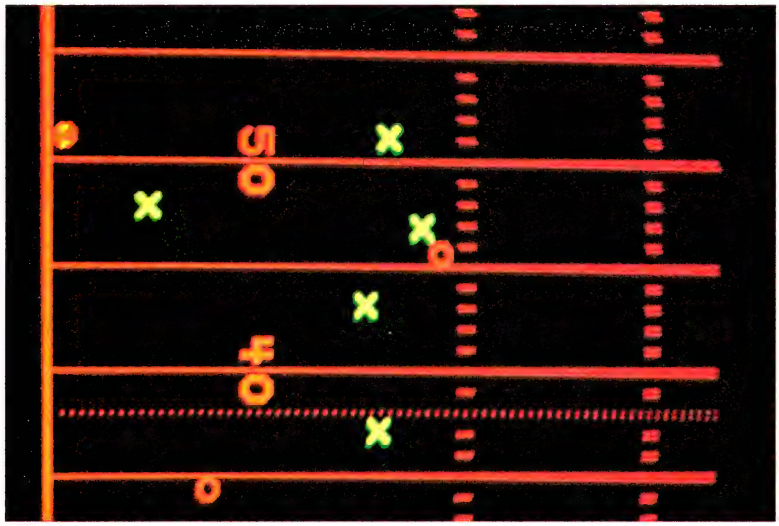
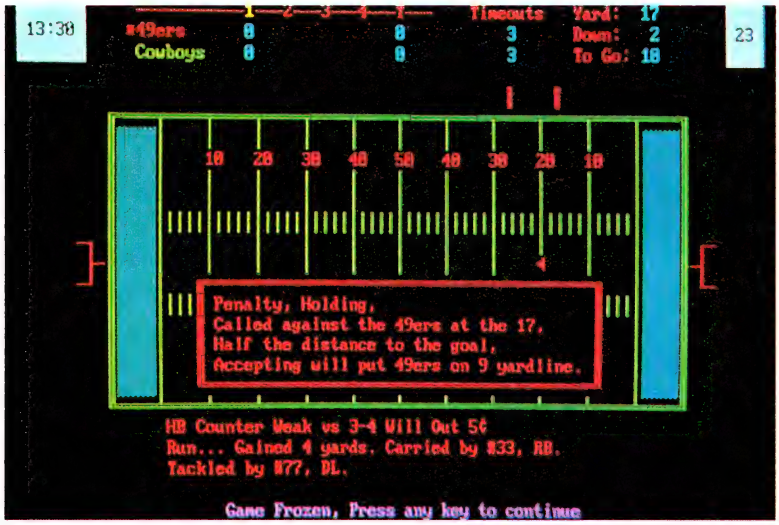
TEAM STATISTICS
Redskins
Bears
BALL CONTROL
First Downs 19 30
Rushing - Passing - Penalty 2 - 16 - 1 17 - 12 - 1
Third Down Conversions 4 - 16 - 25.0% 14 - 28 - 50.0%
Time of Possession 25:25 34:35
YARDS
Total Net Yards 385 435
Total Plays - Average 68 - 4.5 183 - 4.2
Net Yards Rushing 36 192
Rushing Plays - Average 21 - 1.7 55 - 3.5
Net Yards Passing 269 243
Attempts - Completions - Ints. 44 - 22 - 3 47 - 23 - 4
Average Per Pass Play 5.7 5.1
Sacks Against - Yards Lost 3 - 28 1 - 6
SPECIAL/ OTHER
Punts - Average 0 - 39.1 4 - 41.5
Return Yards 131 280
Penalties - Yards 4 - 33 5 - 38
Fumbles - Lost 2 - 1 3 - 1
Use PgUp and PgDn for additional stats, any other key to continue

By pressing the R button, you can examine the statistics for both teams up to that point in the game. This special display screen gives you a composite report card of how your players are performing.



Use your team's strengths to exploit the weaknesses of your opponent. In this play, wide receiver Jerry Rice outruns the Dallas secondary for a long gainer inside Cowboy territory.


13:30
*49ers 0 0
Cowboys 0 0
Timeouts 3 3
Yard: 17
Down: 2
To Go: 10
23
10 20 30 40 50 40 30 20 10
Penalty, Holding,
Called against the 49ers at the 17,
Half the distance to the goal,
Accepting will put 49ers on 9 yardline.
HB Counter Weak vs 3-4 Will Out 5¢
Run... Gained 4 yards. Carried by #33, RB.
Tackled by #77, DL.
Game Frozen, Press any key to continue

The game will give you a play-by-play account of the action, including who ran or caught the ball, how many yards were gained or lost, and who made the tackle. Extracurricular activity is also posted, including penalties and injuries.

HINT

Use your resources effectively and efficiently. If you're coaching the Indianapolis Colts and Eric Dickerson doesn't get the ball at least 25 times, there is something wrong with your game plan. While Dan Marino and the Miami Dolphins must pass often to succeed, the Bears are going to have to rely on a stingy defense to win the close ones. The statistics will tell you how well you called the game.

OUT RUN

EGA screens shown

Hug the curves by downshifting to a safe speed. Once you come out of the turn, your car will automatically try to center itself. Staying near the middle of the road will allow you a greater margin for error.

If you make it to the checkpoint in each stage before your time runs out, 65 seconds will be added to your time allotment, which can be carried over into the next stage.

At the end of each race, you will see how far you progressed on the course map. You start at Coconut Beach and, based on choices you make along the way, you can end up in any one of five locales.

Sega's hot arcade hit, *Out Run*, has come home to roost. You can now play the coin-op success on your PC, so climb behind the wheel of the Ferrari Testarossa and see if you can make it from Coconut Beach to any of five final destinations.

Simplicity is this game's main asset — and its biggest flaw. Because there are no surprises along the way, such as smokies on your bumper or demolition demons out to run you off the road, you can concentrate on driving fast.

On the other hand, because you don't have to worry about colliding with other cars, gassing up, or outracing the highway patrol, *Out Run* may get tiresome rather quickly. This isn't helped by the fact that the clock is your only available opponent.

So whether or not you will like *Out Run* largely depends on what you want out of an auto racing game. If you want to see how far and how fast you can go, and skip the sometimes annoying hazards encountered in actual road racing, this PC offering may suit you. However, if you are searching for a road race simulation, your quest won't end with the purchase of this arcade-style amusement.

Sega

Hardware requirements: IBM, Tandy, and compatibles; 512K minimum memory; VGA, EGA, MCGA, CGA, or Tandy 16-color graphics; joystick optional.

Don't resort to reckless driving simply to avoid vehicles in front of you. Colliding with one merely slows you down, which is a better fate than wiping out.

A handsome reward awaits you on the other side of the goal line. If you make it across, your remaining time in seconds will be multiplied by one million and then added to your score.

You won't reach the finish line at all if you run off the road and into the scenery, so maintain control at all times. Sacrifice some speed by downshifting rather than taking too many chances.

HINT

Downshift to low rather than using the brakes to negotiate curves and stay on course. Applying the brakes quickly will bring you to a complete stop and will force you to take the time necessary to regain momentum. To gear down, press the fire button on your joystick while letting up on the gas pedal. By running through the game a few times, you will begin to know instinctively when to downshift and when to put it into high gear.

PROPHECY

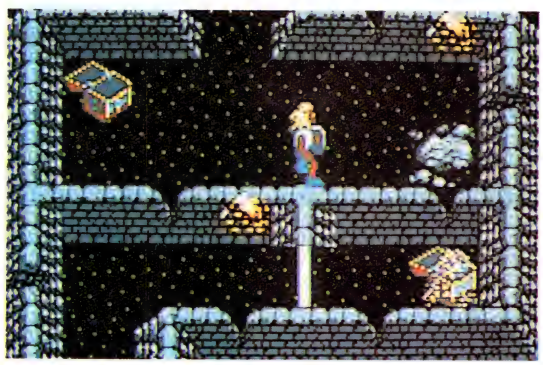
EGA screens shown

Your first serious challenge is on this bridge near your home. The enemy you'll encounter can destroy you very quickly.

A goblin guards a very inviting treasure chest. He's not much of a threat, however. Just walk toward him and fire repeatedly.

The Astral Gate:
A staircase in the eastern wall climbs
into a magical teleportation gate.
A dark tunnel heads south.
HP: 46 SP: 9
▶?

A treasure chest, but on the wrong side of the wall. The question is, how can you get there? *Prophecy* is full of mazes that you'll have to navigate. Exit and look for another way to the treasure.



Designers are still trying to produce the perfect fantasy role-playing game for computers. Fortunately for fantasy fans, things keep showing signs of improvement.

Prophecy is the latest game to take advantage of the new philosophy: a *playable* role-playing game. In *Prophecy*, you're an adventurer sent to kill Krellane, the evil emperor, thus saving the world. In other words, the plot's pretty standard. But the execution is significantly different from most games.

There's no need to create characters; yours is created for you. Leaving your father's house with only combat gloves and a shield, you enter the world only to be immediately challenged by goblins. Combat means just facing the monsters and pressing the fire button or space bar. You'll fight with whatever you're holding, or, if you don't have a weapon, your fists.

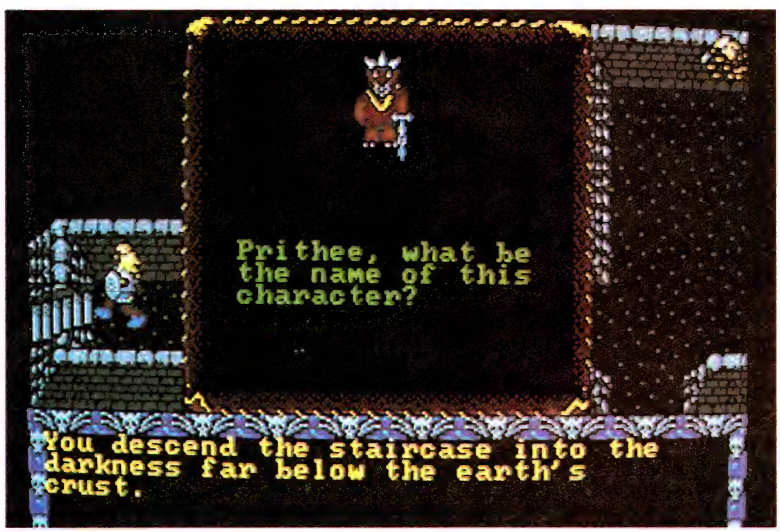
Eventually the priests of a nearby church send you on a quest. From the evil city of Nermon you go to Helfobia and, ultimately, the Tower of Jed. You're a Jedist warrior (shades of *Star Wars*!), and Krellane is threatening your way of life.

Two things stand out in *Prophecy*. First, the magic system is superb. You memorize spells in all their variations, then press the appropriate function key to cast the spells. Second, Krellane's story gradually unfolds as the story proceeds. By the time you reach the Tower of Jed, you're not quite sure you even hate the guy, and this alone makes *Prophecy* worth playing.

Activision

Hardware requirements: IBM, Tandy, and compatibles; 512K minimum memory; VGA, EGA, MCGA, CGA, or Tandy 16-color graphics; joystick optional.

The goblin-king's chambers: Be sure to read the book on the north wall. There's a clue that's absolutely vital later in the game.



At every staircase, you must answer the question by referring to the manual. You'll have two chances to get a correct answer. Fail, and you'll have to reboot the game.

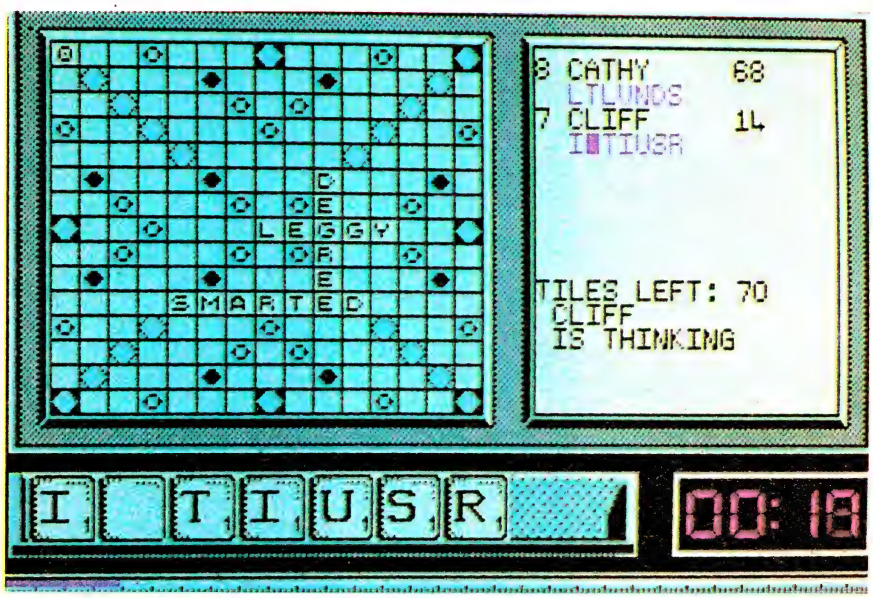
The Gates of Helfobia:
The everlasting Gates of the fortress
looms before you, reminding you of
your insignificance and mortality.

The entrance to Helfobia. You've worked hard to get here, but how much longer will you survive? Just as you cross the threshold, a deadly archer will attack.

HINT

Find all the treasure chests you can. Each will yield something, even if it's only a few pieces of gold. What you need, right off the bat, is a weapon, and only a treasure chest will contain one. You should also write down everything you hear from other characters because when you get to the Tower of Jed, you will be tested on your knowledge. Don't frustrate yourself by not knowing names like the Helfin warrior and the Goblin King.

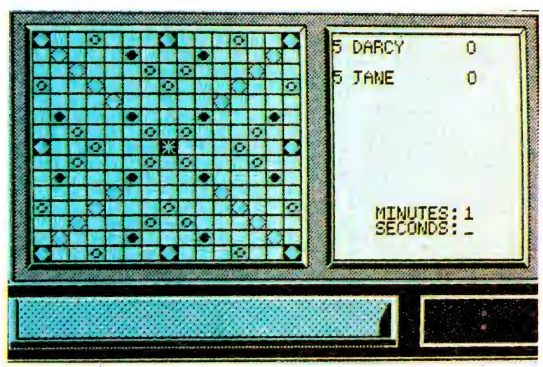
SCRABBLE



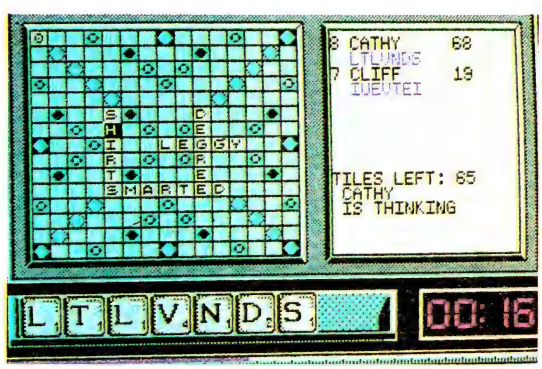
EGA screens shown

Just as in the board game, there are two blank tiles in computer *Scrabble*. You have the option of saving one until you get stuck, or using it for a high-scoring word right away.

If you're playing the computer, you should set a time limit at the start of a game. Otherwise, the computer will take much longer to come up with an answer than you'll want to wait. Time limits are optional between human opponents.



Skill levels can be set from one to eight, with eight as the highest. Expect some spectacular words from a computer opponent with a skill level of eight.



Remember the excitement of placing *zebra* on a triple word score block? Or racking up double your opponent's points just by adding a *Y* to her word *fruit*? Scrabble, one of the most popular board games of all time, has been translated for personal computers by the British company Leisure Genius.

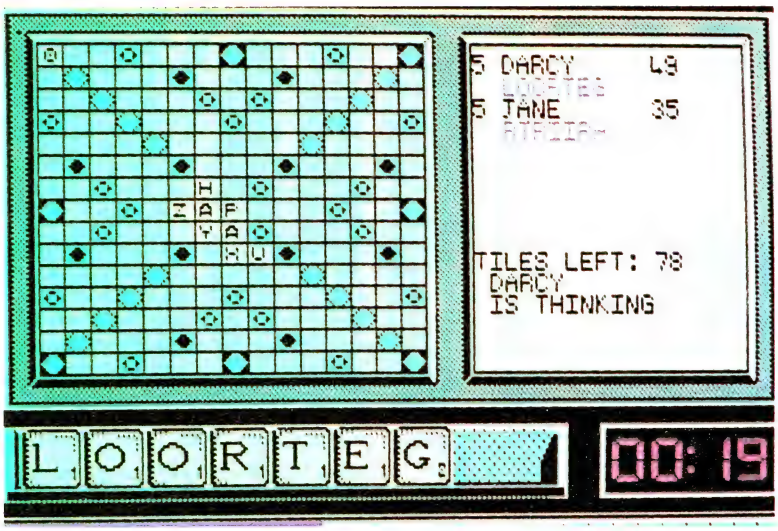
Some board games suffer when played on computer. The game pieces may not move smoothly, or some changes may have been made to the rules. But *Scrabble* plays exactly as it did when you used to set the board up on your kitchen table.

Up to four opponents can play *Scrabble* at the same time. Options will allow you to set a time limit, decide a skill level, view all the players' racks, and save and resume games. The object, naturally, is to form high-scoring words from your rack of seven letter tiles. Each letter is given a point value corresponding to its common usage. Thus, *P* is worth three points, while *E* is only worth one. The distribution of letters is also based on usage, so out of 86 tiles there are four *S's* but only one *X*.

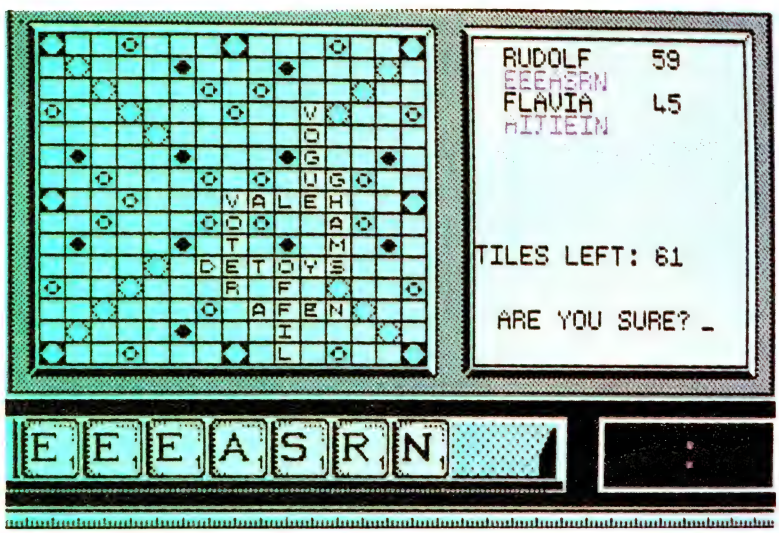
Scoring is not only based on the individual tile values, but also on the words' placement on the board. Certain squares offer triple and double word or letter scores. As a matter of fact, the only difficulty in computer *Scrabble* is trying to figure out which graphic icon stands for which bonus. Once you've figured that out, winning just depends on your vocabulary.

Virgin Mastertronic

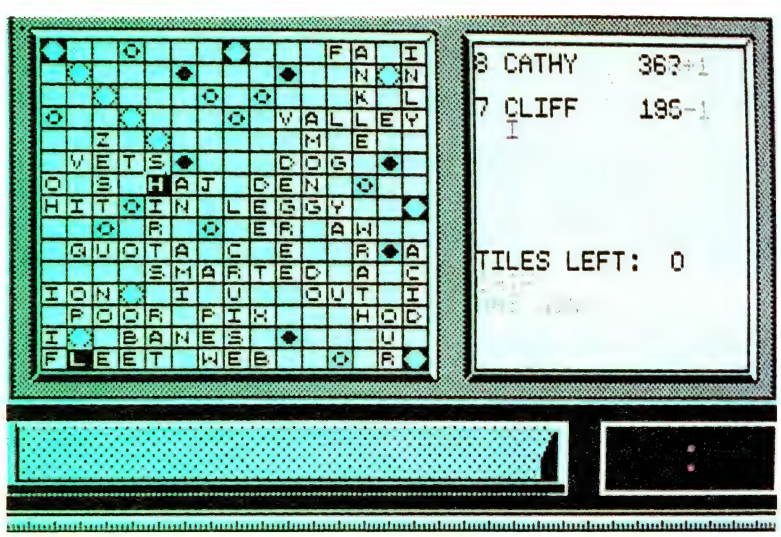
Hardware requirements: IBM and all compatibles; 256K minimum memory; EGA, CGA, or Hercules graphics.



Long words are not necessarily the point of *Scrabble*. Often, shorter words that use high-point tiles such as *Z* or *X* will make higher scores. After only four moves and eight tiles, our players have a combined score of 84.



One flaw in *Scrabble* is that it assumes no one cheats. Put in a word that's not in its large (up to 20,000 words, depending on the computer system) dictionary, and the computer will ask you if you're sure of the word. If you type in "yes," it will place the word on the board, even words like those shown here.

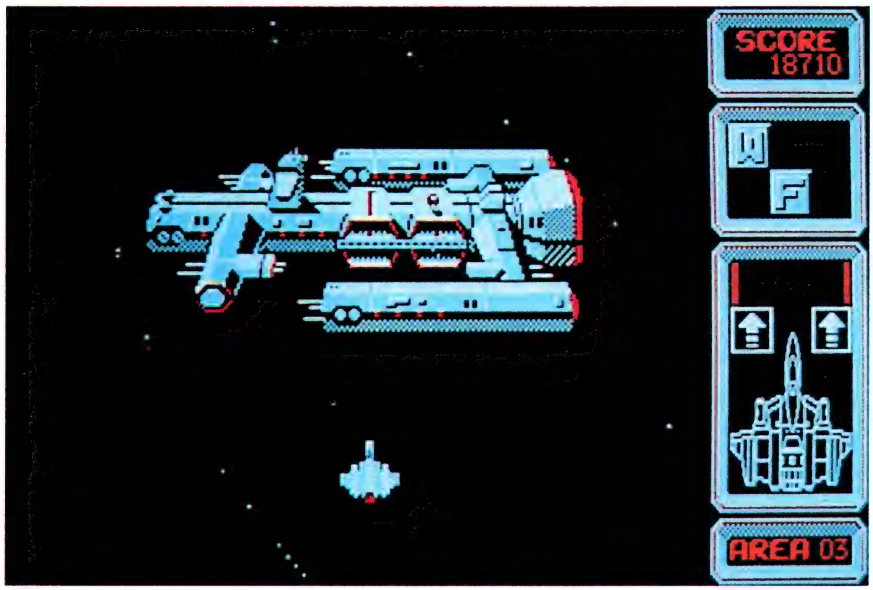


A variation of the usual game of *Scrabble* would be to consider the player who manages to have the fewest remaining tiles to be the winner.

HINT

There are several options offered in *Scrabble* that will help you sort out your tiles. Adjust the time limit so you'll have enough time to think about your answers and try all possible combinations. *Scrabble* has a "juggle" feature that will rearrange the letters again and again. Sometimes a new view will give you a word. If you're desperate, you can also ask the computer for a hint.

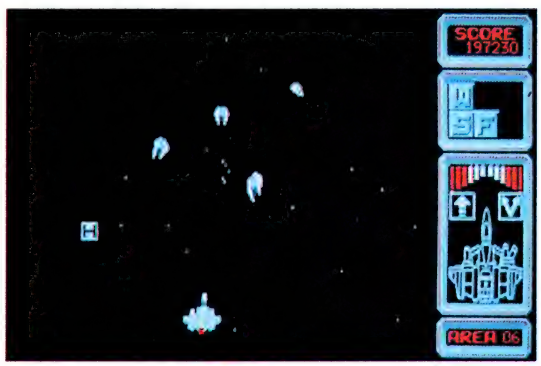
SILPHEED



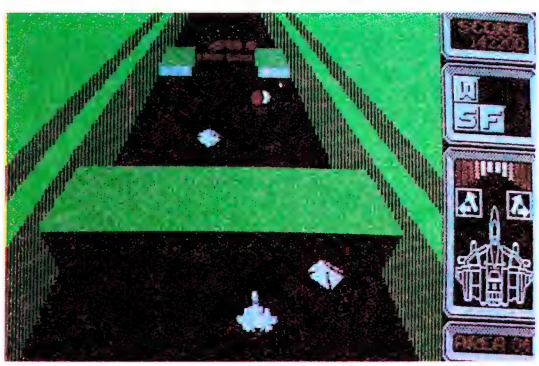
EGA screens shown

At the end of each level, your ship will automatically stop at a tender for repair and weapon selection. For every 50,000 points earned, an additional weapon will become available for use.

Your weaponry and strength can be reinforced by obtaining items that can be found inside golans. Obtaining an "H," for example, will provide you with additional shielding.



Avoid slamming against the walls of the fortresses while eliminating or evading oncoming attackers. Smack into a wall or partition, and the game is over. Avoiding walls, however, gets harder as you advance.



Silpheed has come roaring across the Pacific and into your PC with 20 levels of warp speed action and more than 30 alien adversaries. Sierra's superb graphics have been added to the original Japanese version of the game, which is already a blockbuster hit in the land of the rising sun.

The year is 3032. The mission is to maneuver your Super Air Fighter SA-08 inside Xacalite's battleship and destroy the outlaw leader. To succeed, you will have to destroy hundreds of attackers while navigating through 20 cosmic battlefields.

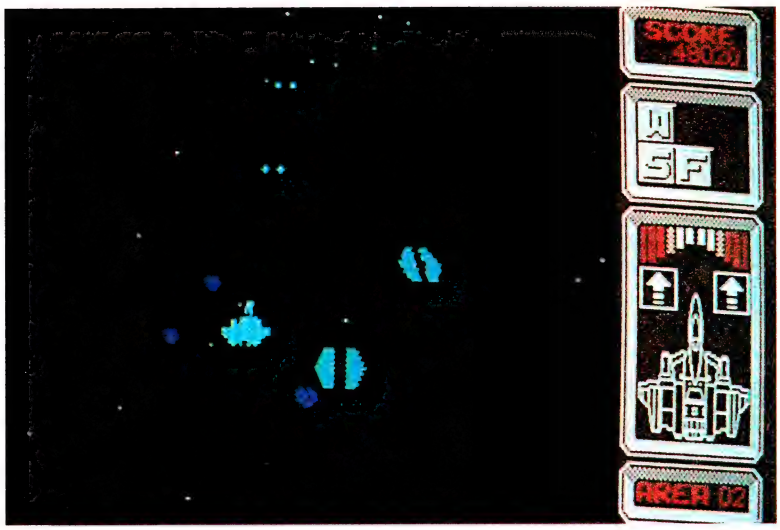
Whenever you can, grab the power-up items found inside the *golans*, which resemble asteroids. Destroying the larger enemy cruisers will earn bonus points. For example, exterminating a Robayon destroyer will give you 50,000 bonus points.

Often it is best to accelerate forward to meet the onrushing enemies head on. This is especially effective against the Feizel attackers. By taking the offensive, you can destroy them before they have a chance to launch their missiles.

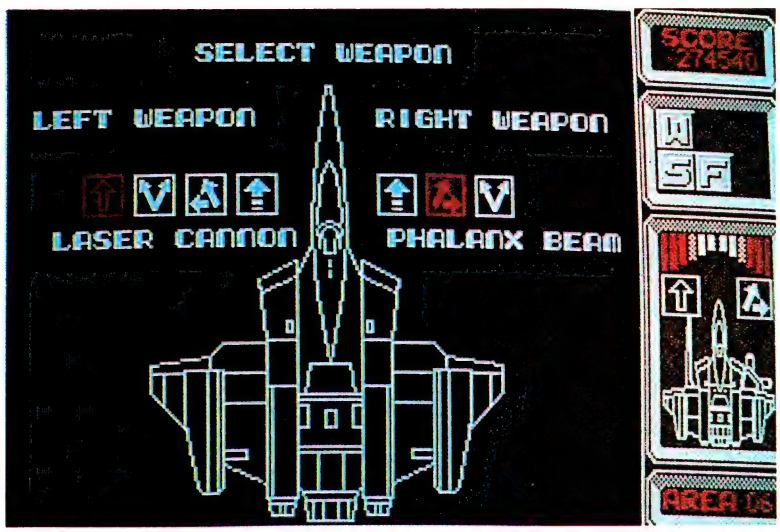
To avoid death by *gonosu* (rectangle-shaped guided satellites), center your ship on the screen. As they begin to converge on your location, shoot upwards and circle back around as the screen clears.

Sierra On-Line

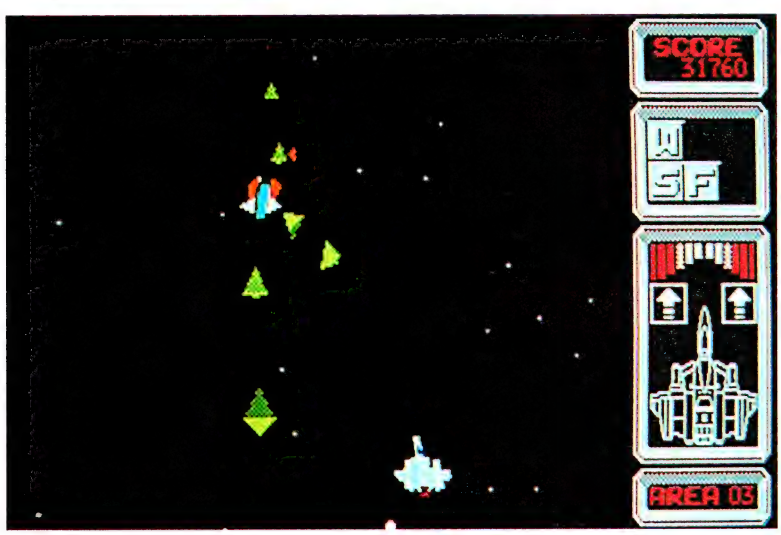
Hardware requirements: IBM, Tandy, and compatibles; 512K minimum memory; VGA, EGA, MCGA, CGA, and Tandy 16-color graphics; supports Roland MT-32, Ad Lib, and IBM music cards; joystick recommended.



Blast a golan with an "A" inside and a ring of asteroids will surround your spacecraft to form a protective shield.



Which weapon you should choose depends on the kinds of attackers you will have to defend against. For example, while the laser cannon is more powerful than the forward beam, it is not as accurate.



Some enemy cruisers use satellites, which serve as a buffer for the warship's defense. They can also do damage to your craft if you collide with them.

HINT

Collect as many power-up items as you can, particularly in the early going. It is almost impossible to survive beyond level 3 without boosting your weaponry. Also concentrate on racking up bonus points. You will need to acquire the laser cannon to successfully navigate through the fortresses, and the V-beam is necessary to progress beyond level 3.

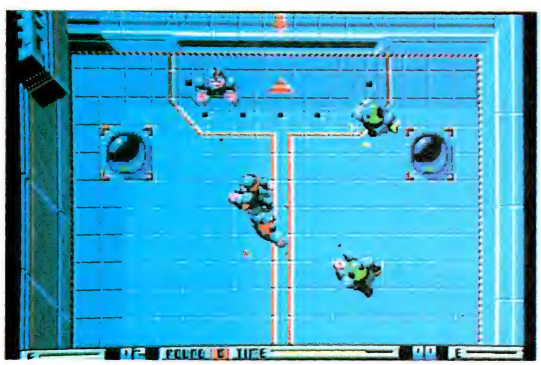
SPEEDBALL

EGA screens shown

Athletes in this futuristic free-for-all do battle on a metal alloy surface, a surface that's super slick and unforgiving.

Three team franchises will be offered to you, with each team boasting different strengths. Make your choice based on the ratings given each club for stamina, power, and skill.

The length of time you hold down your fire button determines what kind of pass or shot-on-goal you make. A short press sends the satellite off at waist height. To lob it over defenders, hold the button down longer.



Combine hockey with the futuristic blood sport featured in the 1975 movie *Rollerball*, and you might end up with something resembling Cinemaware's *Speedball*. The 21st century's hottest sport, "developed from a pastime in the prisons of Siberia," involves armored gladiators hurling a five-pound steel ball inside a metal-floored, steel-walled arena.

With its blazing speed and brutal body checks, *Speedball* owes much of its character to present-day ice hockey. In addition, the game is played off the walls as much as it is on the floor, just as in hockey. Even the system for compiling league standings resembles the National Hockey League's method.

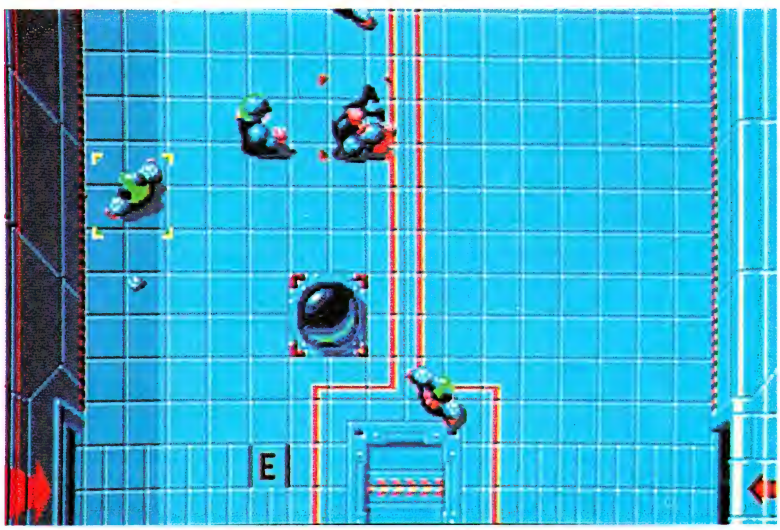
You have three *Speedball* franchises from which to choose. Go for the club boasting the greatest power. If you have the power advantage, your opponent's stamina will drop every time you tackle him. You can even tackle the goalie for an easy shot-on-goal opportunity.

If you play against an equal or tougher opponent, you'll have to pass more often. You'll want to keep the ball in the air to avoid being tackled. Take advantage of the warp tunnels, domes, and walls to pass the ball to teammates. And the better computer teams will often over-pass, so be alert for a chance to intercept. Then try to use your momentum to charge unchecked straight for the goal.

Cinemaware

Hardware requirements: IBM, Tandy, and compatibles; 512K minimum memory; EGA, CGA, or Tandy 16-color graphics; joystick recommended.

Power tokens can be acquired during game play and are used after the match to shore up your team's abilities, to lessen those of an opponent, or to bribe an official.



Power tiles change the balance of the match for a limited amount of time. For example, running over the power tile marked "E" will give you a bolt of energy for tackling opponents.

The system used to compute the league standings is very similar to the one used in professional hockey. Different numbers of points are awarded for wins, ties, and goals scored.

HINT

If you notice that your team has a distinct power advantage, begin each sequence by tackling the player you are facing. This will allow you to pick up the ball unmolested once it is fired out of the launcher. If your power rating is more than 100 points above that of your adversary's, then you will (more often than not) be able to charge down the court and bowl over defenders as they get in your way. However, you have to tackle quickly to avoid being upended yourself.

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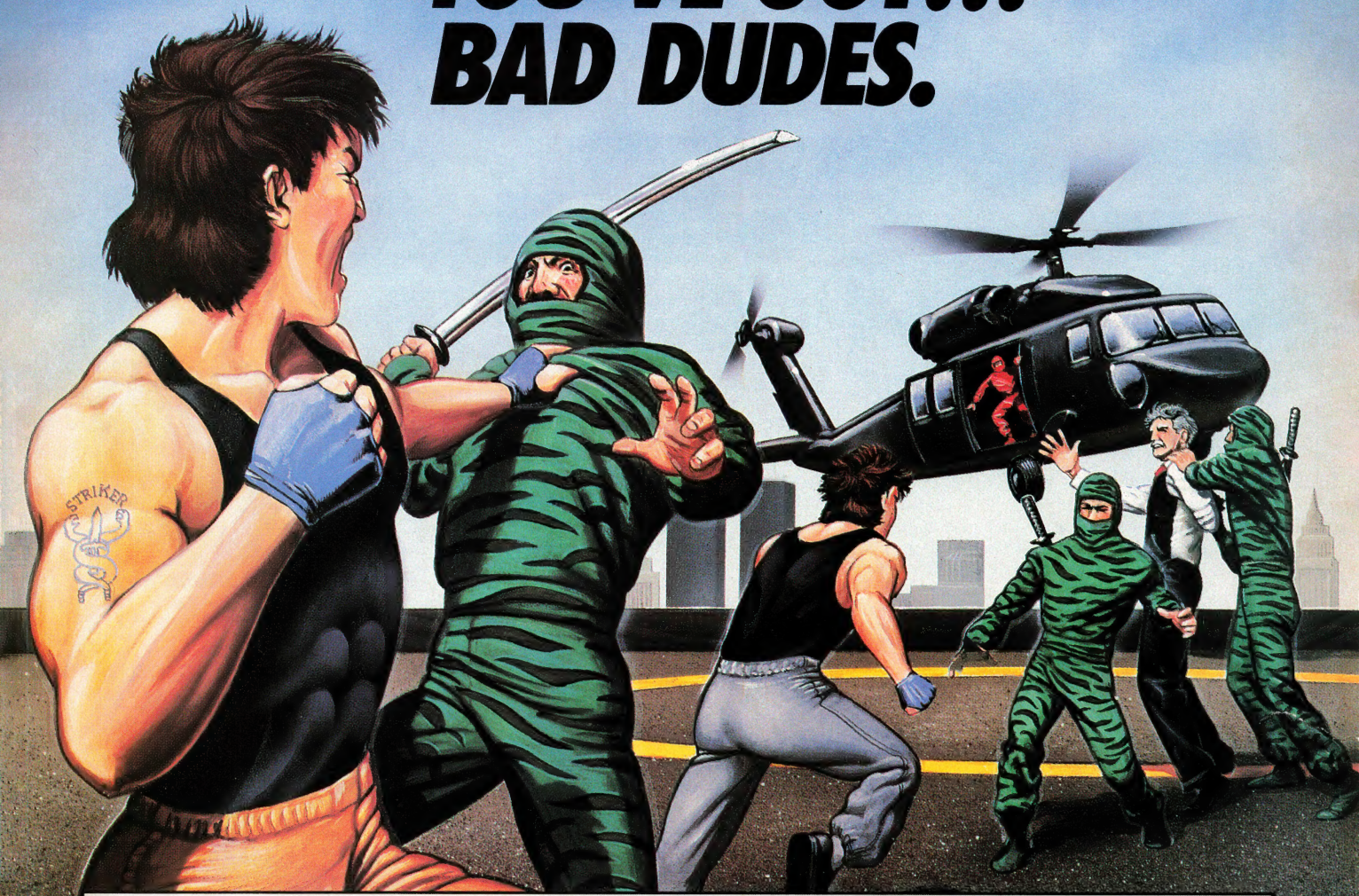

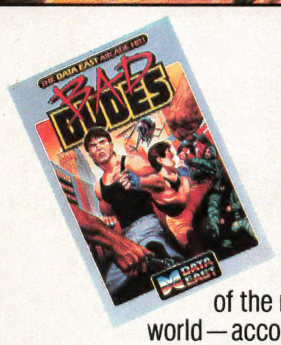

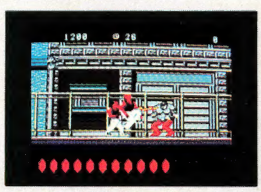

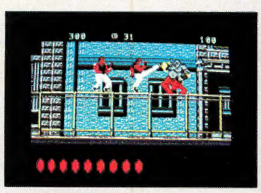

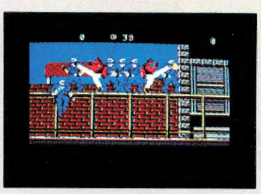

Striker and Blade.

The Bad Dudes. Facing some of the nastiest ninjas in the known world—accompanied by a gang of fire-spitting thugs and their cohorts, mad dogs who are intent on serious crime. This crowd of malcontents has somehow gotten its ugly mitts on the president of the United States. And what they plan to do with him isn't pretty.

What Striker and Blade have to do isn't any picnic either. But someone's got to do it, right? What better time for you to start dishing out the ***BAD DUDES'*** own version of the criminal justice system? The action is top-notch. The graphics, phenomenal.

BAD DUDES from Data East. Mr. President, help is on the way.

DATA EAST

Data East USA Inc., 470 Needles Drive, San Jose, CA 95112 (408) 286-7074

Screens shown are from the IBM version. Other computer versions may vary.

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SUCH ADVENTURE SUCH DANGER SUCH WONDERFULLY SILLY FUN

- Questbusters

YOU'RE IN DEEP PLASMA THIS TIME, ROGER WILCO!

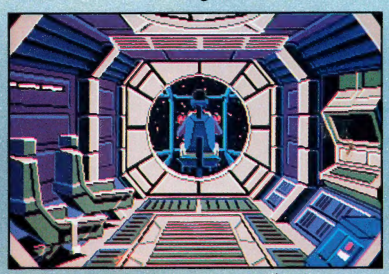
THERE MUST BE AN EASIER WAY TO MAKE A LIVING

There's never a moment's rest for galactic heroes, and when you're Roger Wilco, space-age swashbuckler and all-around nice guy, the thrills just keep on coming. It seems there's always some kind of dangerous mess to clean up.

This time it's those Two Guys from Andromeda, bestselling designers of Space Quest and Space Quest II, who have gone and gotten themselves foully abducted by the pesky pirates of Pestulon, those poaching parasites, those perverse perpetrators of petty mischief and putrid software.

If Roger can't rescue the two guys from the bowels of the Scumsoft Software stronghold, his days as a popular adventure game character are definitely numbered.

So it's simple, right? Just set course for Pestulon and storm the gates of Scumsoft.



Pilot your ship through the farthest reaches of space, using onboard computer to navigate between planets and defend yourself from enemy fighters.

NOT SO FAST, SPACEWIPE!

But the Two Guys don't write games for sissies. If you can't stomach being picked up like so much trash by a wandering garbage freighter, stalked by giant rubbish rats, ground into hamburger in the belly of the Mog, zapped by a scorpazoid in the deserts of Phleebhut, or deep-fried like a chimichanga on the planet Ortega, you'd better play one of those 'nice' games. In Space Quest III, *The Pirates of Pestulon,* you're not likely to be shown any mercy.

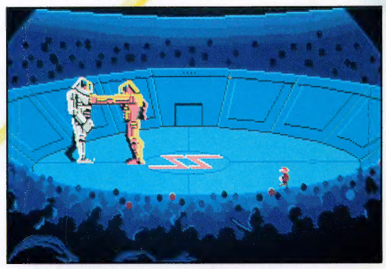
LIFE'S NOT EASY FOR HEROES

Real heroes thrive on danger, and space-faring broomjockey and freelance good-guy Roger Wilco is no exception. Is he afraid of being fried by lightning in a megathunder-storm? Is he afraid of landing in the trash shredder in the depths of the intergalactic garbage truck? Is he afraid of finishing the Belcher Combo plate at Monolith Burger? You bet your sweet asteroid!

Check out all the crazy and absurd junk, er, uh, treasures at Fester Blatz's wacky World of Wonders.

TRASH HEAPS OF PRAISE FOR OUR TWO GUYS

Game reviewers throughout the galaxy love Space Quest games: "...humorous and challenging...", "laugh-out-loud funny...", "genuinely entertaining...", "...A three dimensional graphic wonder..."



Battle for your life in the arena with the Nuke 'em- Duke 'em robots. He's down! He's up! This crowd is out for blood, and it might as well be yours.

HAVE YOU GOT WHAT IT TAKES? NOW'S YOUR CHANCE TO FIND OUT

But don't take *their* word for it -- blast off for adventure, challenge, and laughs with Roger Wilco and the Two Guys from Andromeda in Space Quest III, *The Pirates of Pestulon.*

ORIGINAL MUSIC FROM SUPERTRAMP'S BOB SIEBENBERG

Space Quest III features the best and most realistic sound of any Space Quest game. The exciting original music score and the more than two dozen realistic sound effects *must* be heard to be believed.

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